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TOTAL 64 • VOLUME TWO • ISSUE ONE

Total 64

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Zelda: Ocarina of Time

Extensive Preview of this
year's N64 Blockbuster!

Earthworm Jim 3D

The early bird catches
the Earthworm!



IN THIS ISSUE:

- FIFA: ROAD TO THE WORLD CUP '98
- YOSHI'S STORY
- THE LEGEND OF ZELDA: OCARINA OF TIME
- 1080 SNOWBOARDING
- TUROK 2
- MK MYTHOLOGIES PLAYER'S GUIDE
- NAGANO WINTER OLYMPICS '98
- SNOBOW KIDS

REVIEWS

■ Yoshi's Story ■ Wayne Gretzky '98 ■ Nagano Winter Olympics

FIRST LOOKS

■ Sim City 64 ■ Pikachu Genki ■ NBA Basketball ■ Reckin' Balls

PREPLAYS

■ Earthworm Jim ■ NBA Pro '98 ■ 1080 Snowboarding

PLUS!

■ EVERYTHING YOU EVER WANTED TO KNOW ABOUT NINTENDO

Volume Two • Issue One

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THE LEGEND OF ZELDA: THE OCARINA OF TIME • YOSHI'S STORY • NAGANO WINTER OLYMPICS '98

RAPIDE PUBLISHING

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★WORLD TOUR★

ARE YOUR FRIENDS ALWAYS PICKING ON YOU?

UP TO 4 PLAYERS - HEAD TO HEAD

"IT MUST BE PLAYED, EVEN IF YOU'RE NOT A FAN. IT'S THAT GOOD!"

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Earthworm Jim

Total 64

The dawn of a new age...

Welcome to the ever evolving world of TOTAL 64! The departure of our long serving (and suffering) editor, Justin, to pastures new might be seen as a bad thing. But, no! It's given us the opportunity to change our whole outlook on life! I feel like a new man.

In the coming months expect to see a complete overhaul and loads of the new ideas, that our new members of staff will bring to the magazine.

As for this issue, you'll find some invaluable news on some of the biggest games to be released in this, the N64's second year. First up we've got *1080° Snowboarding* – possibly the hottest 'snow game' ever to be released. Also, there's everything you could possibly need to know about the biggest game this Christmas, *The Legend of Zelda: Ocarina of Time* and don't forget our exclusive look at *Earthworm Jim*'s N64 debut. Groovy! And if that's not enough for you, we've got everything you could ever want to know about Nintendo – including answers to all of your 64DD questions. Aren't you lucky!

With all this as a starting point, how can the magazine possibly get any better? Well, it will – you can be sure that TOTAL 64 will continue to go from strength to strength...

Reviews

50 Yoshi's Story



Once upon a time there was a Deputy Editor who fell in love with a little dinosaur called Yoshi...



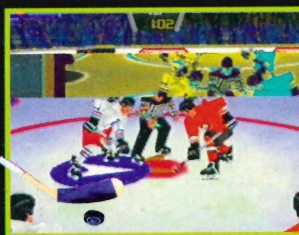
54 Snowbow Kids

Ever wondered what *Mario Kart* would be like on snowboards? Well, this is your chance to find out



58 Wayne Gretzky's 3D Hockey '98

The best ice hockey player in the world has returned in the follow-up to the hit NHL game



60 Nagano Winter Olympics '98

Get ready to experience all the agony and ecstasy of the Winter Games in Konami's Olympic simulator



Contents



First Look!

14 **Sim City 64**

The classic 'city simulation' makes a move to the 64DD and it's looking good for all you megalomaniacs out there...

15 **Pikachu Genki de Chu**

Wot, no friends? Well, now you can have your own little baby cat with Nintendo's talking 'virtual pet' game

16 **NBA Basketball**

Nintendo's own basketball game has got to be good – or at least that's what they told me...

17 **Reckin' Balls**

Reckin' Balls is Acclaim's twist on the racing genre – you're a ball who likes to race on a rollercoaster...?

Preview

18 **NBA Pro '98**

The roar of the crowd, the seven foot athletes, the squeaky floor – if this is your idea of a good game, you'd better turn to page 18 now, for the full low-down on Konami's basketball sim

Player's Guides

70 **MK Mythologies**

Take Sub Zero to the end of the world and back with our complete guide to this challenging platform beat-'em-up

76 **FIFA: Road to World Cup '98**

If you fancy having a go at bringing football home, you could do a lot worse than take the advice of our footballing coach in this guide



Features

22 **The Legend of Zelda: Ocarina of Time**

Never mind biggest game of the year, this is the biggest game in history! This is everything you could possibly need to know about the game that will change the face of videogames forever

38 **Everything you wanted to know about the N64 but were afraid to ask!**

The title of this feature says it all. Included is a history of the N64, a look at the 64DD and loads of info on all your favourite characters and game publishers

Work in Progress

28 **Earthworm Jim 3D** **EXCLUSIVE**

The worm has re-turned in this all-new, fully three dimensional adventure. We've got an exclusive look at why this game will be one of the surprise hits of the summer...

34 **1080° Snowboarding**

With so many snowboarding titles appearing on the N64, it's tough deciding which one to buy. We take a look at the one which we think will be the cream of the crop...



Regulars

6 News

14 First Looks

49 Reviews Intro

64 Reviews Round-up

80 The Cheat Zone

87 Datel Codes

88 The Firing Line

92 High Scores

94 Subscriptions

95 Back Issues

96 Next Month

98 Sign Off

Total 64 NEWS

Turok 2

lowdown! European Release Dates

Here are all the latest release dates for the N64 in Europe:

February 1998

TBA - Chameleon Twist (Japan Supply System)
TBA - Dual Heroes (Hudson)
TBA - Nagano Winter Olympics '98 (Konami)
TBA - NBA Pro '98 (Konami)
TBA - Snobow Kids (Atlus/Nintendo)

March 1998

TBA - Yoshi's Story (Nintendo)
TBA - Castlevania 64 (Konami)
TBA - Quest 64 (THQ)
TBA - Tonic Trouble (Ubi Soft)
TBA - Twisted Edge Snowboarding (Midway/Kemco/Boss)

April 1998

1080° Snowboarding (Nintendo)

May 1998

Wayne Gretzky's 3D Hockey '98 (Midway)

July 1998

Banjo-Kazooie (Nintendo/Rare)

November 1998

Legend of Zelda: Ocarina of Time (Nintendo)

TBA

64DD (Disk Drive) (Nintendo)
64 GB Pak (Nintendo)
7th Legion (Epic Megagames)
Bio Freaks (GT Interactive/Midway)
Bio Tetris (Amtex)



News has filtered out from Iguana, which might interest anyone out there who was a fan of the original *Turok: Dinosaur Hunter*. The story so far: The Campaigner is dead but now an alien spacecraft has crashed on Earth, containing an army of alien warriors. They're led by an extremely nasty villain, known as Primagen to his friends, who's sent out his army of aliens and has managed to turn the dinosaurs into blood thirsty killing machines (as if they weren't already) who are under his control. It will be your mission, as Turok, to find your way to Primagen and end his quest for world domination.

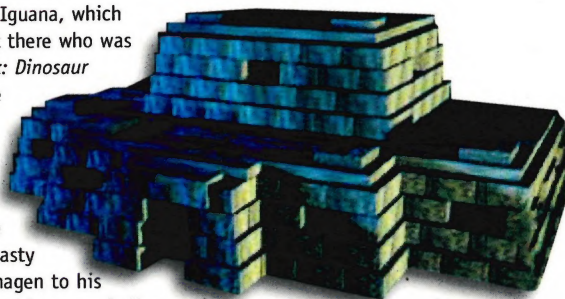
As with the original *Turok*, the game will be played from a first person perspective but will be very different in many respects. With a lot less emphasis placed on jumping, players will have to explore the environment more and the game will be more open ended, less linear. According to Iguana, the game's developers, *Turok 2* is, "...miles above *Turok*. In animation, light-sourcing, everything. You're going to be pleasantly surprised. It's not a re-hash, it's not just adding some weapons and new levels. It's going to be different from *Turok* (1) and very, very nice." Iguana have spent a lot of time trying to

eliminate the original's biggest problem, the fogging effect and promise more than 40 creatures, all using 'soft skin' technology to hide polygon joins.

Turok 2 will also be considerably bigger than its predecessor, about 50% bigger in terms of cart size, so expect something a bit special when the game is released – possibly as early as August '98. **CHB**




◀ Expect the dinosaurs to look far more realistic. Each one will have a 'polygon skin' which hides unsightly polygon joins




Blade & Barrel
(GT Interactive)
Conker's Quest
(Nintendo/Rare)
Buggie-Boogie
(Nintendo/Angel Studios)
Daikatana (ION Storm)
Deadly Honor (TecMagik)
Dear Blue (Konami)
Donkey Kong 64
(Nintendo/Rare) 64DD
Earthbound 64
(Nintendo) 64DD
F1 Simulator (Video System
USA/Paradigm)
F-Zero X (Nintendo)
F-Zero X Expansion Set
(Nintendo) 64DD
G.A.S.P.!! Fighters' NEXTeam
(Konami)
Ghouls'n'Ghosts 64 (Capcom)
Golden Nugget 64 (Virgin)
Hybrid Heaven (Konami)
Kirby 64 (Nintendo)
Legend of Zelda DD
(Nintendo) 64DD
Lego Racers
(Lego/High Voltage)
Looney Tunes 64 (Ocean)
Pilotwings 2
(Nintendo/Paradigm)
Magic the Gathering:
Armageddon (Acclaim)
Mario 64 2 (Nintendo) 64DD
Mario Artist: Picture Maker
(Nintendo) 64DD
Mario Artist: Polygon Maker
(Nintendo) 64DD
Mario Artist: Sound Maker
(Nintendo) 64DD
Mario Artist: Talent Maker
(Nintendo) 64DD
Mega Man 64 (Capcom)
Mission Impossible 2
(Ocean/Infogrames)
Mortal Kombat 4
(GT Interactive/Midway)
Mystical Ninja 64 (Konami)
NBA Fastbreak 64 (Midway)
NBA Courtside (Nintendo)
Off-Road Challenge (Midway)
Paperboy 64 (Mindscape)
Pocket Monster: Pikachu
Genki Dechu (Nintendo)
Pocket Monster Stadium
(Nintendo) 64DD
Puzzle Game
(Cranberry Source)
Quake 64
(GT Interactive/Midway)
Rev Limit (Seta)
Rush 2 (Midway/Atari Games)
SimCity 64 (Nintendo) 64DD
SimCopter 64
(Electronic Arts/Maxis) 64DD
Smurfs 64 (Infogrames)
Street Fighter (Capcom)
Super Mario RPG 2
(Nintendo) 64DD
Ultra Descend (Interplay)
Wild Choppers (Seta)

N64 Unreal — get real!


Epic Megagames' Quake-busting game, *Unreal*, has been put on hold indefinitely. All efforts are said to have been put into the PC version of the game and only when this is finished will a Nintendo 64 version be 're-evaluated'.

The PC version of *Unreal* is due for release sometime in 1998, so if there is to be an N64 version don't expect it before the end of the 1999... or you could be sorely disappointed. 


ISS 2

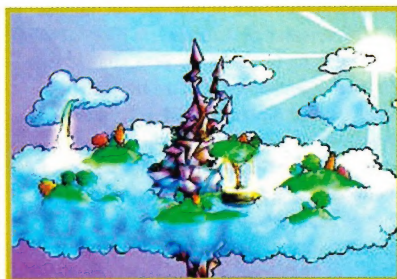
Konami have confirmed that the best football game in history (in our opinion) *ISS 64*, has a sequel in the works. It is also rumoured that the game will take advantage of the 64DD when it is released. *ISS 64 2* has been pencilled in for a June/July release, to tie in with this year's World Cup, so it will be initially available on cartridge. However, it's quite likely that you will be able to update the game using 64 DD add-on disks with new teams, graphics and a more advanced player editing system. More news as we get it. 

An Electronic summer

Electronic Arts have big plans for the N64 this summer. They have announced that they will release three or maybe four titles between June and the end of the year. Although no details are available as yet, the games will almost certainly be sports titles or could even be updates of the classic *Road Rash* and the helicopter *Strike* series. 

A game without a name!

British developers, Interactive Studio are currently working on a new platform game for the N64. Although the game is as yet untitled, we know that it is set in a 3D world and features a famous cartoon star who explores six magical worlds. The worlds are accessed via a central hub and each time a level is completed, the world becomes darker and more sinister. There will be thirty or so hostile characters that you'll meet throughout your quest but there will also be a number of friendly characters, who you'll have to interact with in order to progress. This untitled game is likely to be published by Hasbro sometime towards the end of this year. 



U.S. Release Dates

Here are all the latest release dates for the N64 in the U.S:

January '98

26 - *Fighter's Destiny*
(Ocean/Imagineer)

February '98

12 - *NBA In The Zone '98*
(Konami)
13 - *Nagano Olympic Hockey '98* (Midway)
15 - *Snowboard Kids* (Atlus)
15 - *Nagano Winter Olympics '98*
(Konami/Diamond Dust)
15 - *Virtual Chess 64*
(Titus)
16 - *Jeopardy!*
(Take-Two/Gametek)
19 - *NHL Breakaway '98*
(Acclaim/Iguana West)
TBA - *N64 College Basketball* (Z-Axis)

March '98

02 - *Mystical Ninja Starring Goemon*
(Konami/KCE0)
09 - *Yoshi's Story*
(Nintendo)
23 - *Quake 64* (Midway)
TBA - *Aero Gauge* (ASCII)
TBA - *Rampage World Tour 64*
(Midway)

1st Quarter '98

TBA - *Mike Piazza's StrikeZone* (GT Interactive)
TBA - *Space Station: Silicon Valley* (BMG/DMA)

April '98

01 - *1080° Snowboarding*
(Nintendo)
01 - *Earthworm Jim 3D*
(Interplay/Vis Interactive)
27 - *NBA Courtside*
(Nintendo/Left Field)
TBA - *All-Star Baseball '99*
(Acclaim/Iguana)
TBA - *Deadly Arts* (Konami)
TBA - *Tonic Trouble*
(Ubi Soft)
TBA - *UEFA Soccer '98*
(Ocean/Power & Magic)
TBA - *Wetrix*
(Ocean/Zed Two)

May '98

05 - *Reckin' Balls*
(Acclaim/Iguana)
25 - *MLB Featuring Ken Griffey, Jr.*
(Nintendo/Angel Studios)

64

lowdown!

TBA - Forsaken
(Acclaim/Iguana UK)
TBA - Quest 64
(THQ/Imagineer)

June '98

01 - AcclaimSports Soccer
(Acclaim/Probe)
29 - Cruis'n World (Nintendo)
30 - Mortal Kombat 4
(Midway)
TBA - GEX 2
(Midway/Crystal Dynamics)
TBA - Superman: The
Animated Series (Titus)

2nd Quarter '98

TBA - Cats & Rats
(Mindscape/SSI)
TBA - Conker's Quest (Rare)
TBA - International
Superstar Soccer 2
(Konami/Major A)
TBA - Jest
(Ocean/Curved Logic)
TBA - Mission: Impossible
(Ocean/Infogrames)
TBA - Space Circus
(Ocean/Infogrames)

July '98

01 - WWF: Warzone
(Acclaim/Iguana West)
27 - Banjo-Kazooie
(Nintendo/Rare)
TBA - Bio FREAKS
(Midway/Saffire)

August '98

TBA - Caesar's Palace
(Crave/Player 1)
TBA - Turok 2 (Acclaim/Iguana)

September '98

TBA - Twisted Edge
Snowboarding (Midway/Boss)

3rd Quarter '98


TBA - Castlevania 3D
(Konami)
TBA - F-Zero X (Nintendo)
TBA - Knife Edge (Kemco)
TBA - Konami Hockey '98
(Konami/KCEO)
TBA - Last Legion UX
(Mindscape/Hudson)

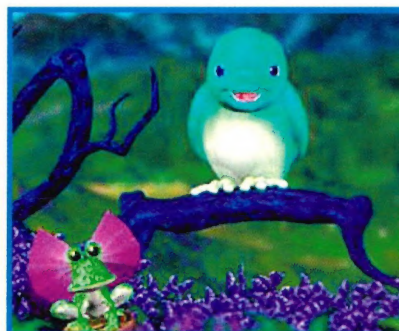
November '98

26 - VR Pool 64 (Crave)
TBA - Shadowman
(Acclaim/Iguana UK)

Teo virtual pet

Ha! And you thought that these talking virtual pet things would just be a fad. No, and now there's another on the way, this time from Japanese developers Fujitsu. The game will utilise Nintendo's Microphone Pak in the same way that *Pikachu Genki De Chu* does. With a working title of *Teo 64DD*, the game will allow you to converse directly with a flying dolphin called FinFin. Players will be expected to solve simple puzzles and take FinFin on quests and over various obstacles as part of the game.


Teo is also in development on the PC but according to Fujitsu, the 64DD version will be totally different. If this title ever makes it outside of Japan it is likely to be released after Christmas 1998. 



New Duke Nukem

Get ready for more *Duke Nukem* action on the N64 but this time from a third person perspective.


According to sources inside GT, there has been a project under way for some time now, which is tentatively titled *Duke Nukem: Time to Kill*.

The game will be along the same lines as *Tomb Raider* on the PlayStation and should involve a great deal of exploring and, of course, killing of aliens. No release date has been set, but we'll keep you posted. 



Bomberman, what a hero!

Any of you that were happy with the N64 version of Hudson's *Bomberman* (I know we weren't) will be pleased to hear that a follow up is coming soon. The game is titled *Bomberman Hero: Queen Milian's Rescue* and is planned for release in late Summer or Autumn.

The game looks to be very similar to the first *Bomberman 64* in terms of both graphics and gameplay but with a few tweaks to the latter. You will be able to collect parts of different machines (helicopters, trains and so on) and then change your character into those vehicles. Changing into the vehicles will have the effect of altering your abilities. Hopefully the multiplayer game will be significantly improved too - after all, that's what *Bomberman* is all about! 



December '98

19 - Milo's Bowl-a-rama
(Crave/Player 1)

4th Quarter '98

TBA - BattleSport 64
(Cyclone Studios)
TBA - Dual Heroes (Hudson)
TBA - Duke Nukem: Time to Kill (GT Interactive)
TBA - GTI Club (Konami)
TBA - Harrier Jet Sim
(Video Systems USA/Paradigm)
TBA - Lode Runner 64
(Bandai)
TBA - NBA Jam '99
(Acclaim/Iguana West)
TBA - NFL Blitz '98 (Midway)
TBA - Quest for Camelot
(Titus)
TBA - Racer (Interplay)
TBA - Rugrats (THQ)

1998 Releases

TBA - Body Harvest
(DMA Design)
TBA - Bug Bumble
(Argonaut)
TBA - Bottom of the Ninth
'98 (Konami)
TBA - Command and Conquer 3D
(Westwood Studios)
TBA - Dragon Storm (MGM)
TBA - 64 Sumo
(TBA/Bottom Up)
TBA - Legend of Zelda: The Ocarina of Time (Nintendo)
TBA - Micro Machines
(Midway/Codemasters)
TBA - NFL Quarterback Club '99 (Acclaim/Iguana)
TBA - Powerslave 64
(Lobotomy)
TBA - Powerslide (Emergent)
TBA - Robotech: Crystal Dreams (Gametek)
TBA - Spooky (ICE)
TBA - Thornado (Factor 5)
TBA - Wayne Gretzky's 3D Hockey '99 (Midway)
TBA - WCW Nitro (THQ)

1999 Releases

TBA - Emperor of the Jungle (Nintendo)
TBA - Nuclear Strike (THQ)
TBA - Project Cairo
(Crave Entertainment) 64DD
TBA - Road Rash 64 (THQ)
TBA - Star Wars (LucasArts)
TBA - 64DD (Disk Drive)
(Nintendo)
TBA - 64 GB Pak (Nintendo)
TBA - 7th Legion
(Epic Megagames)
TBA - Bio Tetris (Amtex)
TBA - Buggie-Boogie
(Nintendo/Angel Studios)
TBA - Daikatana (ION Storm)
TBA - Deadly Honor (TecMagik)

ALSO AVAILABLE FOR

CHILDRENS PARTIES

FIGHTERS DESTINY



TBA - Dear Blue (Konami)
 TBA - Donkey Kong 64 (Nintendo/Rare) 64DD
 TBA - Earthbound 64 (Nintendo) 64DD
 TBA - F1 Simulator (Video SystemUSA/Paradigm)
 TBA - F-Zero X Expansion Set (Nintendo) 64DD
 TBA - Ghouls'n'Ghosts 64 (Capcom)
 TBA - Golden Nugget 64 (Virgin)
 TBA - Hybrid Heaven (Konami)
 TBA - Kirby 64 (Nintendo)
 TBA - Legend of Zelda DD (Nintendo) 64DD
 TBA - Lego Racers (Lego/High Voltage)
 TBA - Looney Tunes 64 (Ocean)
 TBA - Pilotwings 2 (Nintendo/Paradigm)
 TBA - Magic the Gathering: Armageddon (Acclaim)
 TBA - Mario 64 2 (Nintendo) 64DD
 TBA - Mario Artist: Picture Maker (Nintendo) 64DD
 TBA - Mario Artist: Polygon Maker (Nintendo) 64DD
 TBA - Mario Artist: Sound Maker (Nintendo) 64DD
 TBA - Mario Artist: Talent Maker (Nintendo) 64DD
 TBA - Mega Man 64 (Capcom)
 TBA - Mission Impossible 2 (Ocean/Infogrames)
 TBA - NBA Fastbreak 64 (Midway)
 TBA - Off-Road Challenge (Midway)
 TBA - Paperboy 64 (Mindscape)
 TBA - Pocket Monster: Pikachu Genki Dechu (Nintendo)
 TBA - Pocket Monster Stadium (Nintendo) 64DD
 TBA - Puzzle Game (Cranberry Source)
 TBA - Rev Limit (Seta)
 TBA - Rush 2 (Midway/Atari Games)
 TBA - SimCity 64 (Nintendo) 64DD
 TBA - SimCopter 64 (Electronic Arts/Maxis) 64DD
 TBA - Smurfs 64 (Infogrames)
 TBA - Street Fighter (Capcom)
 TBA - Super Mario RPG 2 (Nintendo) 64DD
 TBA - Ultra Descend (Interplay)
 TBA - Wild Choppers (Seta)


What's that, then?

This is the part of the news where we learn you a few things about the world of Nintendo – all the key players, the key companies and the characters that give your machine its... well, character. Go on, don't be shy, look into my eye and learn!

SHIGERU MIYAMOTO


The head of software research and development for Nintendo Co Ltd. After five years in college getting a degree in industrial design, Miyamoto wandered around for two years, playing the guitar and the banjo. In 1977 his father, a personal friend of Yamauchi, asked the head of Nintendo for a favour; to hire his son. The rest, as they say, is history. Miyamoto's first game, *Donkey Kong* in the arcade, was a storming success and from there he went from strength to strength, producing titles that have made him the world's greatest videogame designer. These include: *Mario Bros.*, the *Mario and Super Mario World Series* (and *Super Mario 64*), *Pilotwings 2*, *F-Zero*, *Metroid*, *Super Mario Kart* and the *Legend of Zelda* series. Without Miyamoto at the helm of software design, Nintendo wouldn't be what they are today.

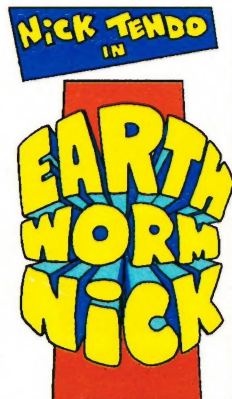
Freak Boy axed

Virgin Interactive's *Freak Boy* has been put on 'indefinite hold' and is unlikely to ever see the light of day. Dogged by many, many problems and suffering from at least two re-writes, *Freak Boy* has almost certainly been axed. This is a real shame because graphically and gameplay-wise, *Freak Boy* was shaping up to be one of the best titles of this coming year. The game followed the story of *Freak Boy*, a strange human creature who had the ability to 'fit' different things into different parts of his body. Doing this would alter his abilities, for example putting a gun into his head allowed him to shoot upwards, putting the gun into his knees allowed *Freak Boy* to shoot along the ground. But all of this is irrelevant because you won't ever see the game! 



Konami puzzle

Aside from NCL, it seems that Konami have the best line-up on the N64 for the next year. With titles such as *ISS Pro 2*, *Castlevania 64* and *Hybrid Heaven* in the works and due for release before Christmas, what more could we want? A puzzle game? Well, that's what Konami's next big title is. Titled *Susume! Taisen Puzzle Dama* (obviously the Japanese name), the game is described as being similar to *Puyo Puyo Sun* – a hugely popular arcade game in Japan. The game is rumble pak compatible and is set to be released on March 26 in Japan. Expect an English translation and a release in the US and Europe shortly afterwards. 



DONKEY KONG

Donkey Kong was Nintendo's first ever household name and he was the first bad guy to take a shine to the Princess and kidnap her. After the runaway success of the *DK* games in the arcade and on the Game and Watch, *Donkey Kong* went into retirement until his brief appearance in *Mario Kart* on the SNES. He then came back in style in Rare's *Donkey Kong Country* and then promptly went back into retirement, allowing his offspring to continue the *DKC* series. He now spends his days growing (and eating) bananas on his plantation in Haiti.

KONAMI

Konami have a reputation for producing titles that are on a par with those at NCL. Ever since their early days in the arcade market, they have been at the forefront of gaming technology and have kept this high standard when developing for the home market. Responsible for classics such as the *ISS* game, the *Castlevania* series and the *Mystical Ninja* games. Their future N64 line-up is mouthwatering to say the least. Games to look out for: *GASP*, *ISS Pro 2*, *NBA Pro '98*, *Castlevania 64*, *Hybrid Heaven*

All-Star Baseball '99

A claim are continuing their hi-res sports title theme with the amazing looking *All-Star Baseball '99*. Judging by these new screenshots, the game looks well under way and apparently has player animations and gameplay to match the beautiful visuals. Look for a release towards the end of 1998. (CL)



Terminated

Creator (Software Creations)
[became part of Mario Artist]
Cu-On-Pa (T&E Soft)
Dead Ahead
(Optical Entertainment)
Golgo 13 (Vic Tokai)
Joust X
(Midway/Atari Games)
Monster Dunk (Mindscape)
Red Baron (Sierra)
Tommy Thunder (Player 1)
Top Gun (Microprose)
Ultra Combat [Blade & Barrel] (Kemco)

Japanese Release Dates

Here are all the latest release dates for the N64 in Japan:

January '98

29 - *NBA In the Zone '98*
(Konami)
30 - *SimCity 2000*
(Imagineer/Genki)

February '98

27 - *Wayne Gretzky's 3D Hockey* (Gamebank)
28 - *1080° Snowboarding*
(Nintendo)



"...ready to send *Virtua Fighter* and *Tekken* sprawling onto the ropes."
"Without a doubt the best fighting game on the N64."

90% **Nintendo** MAGAZINE

"Infinitely more playable than *Killer Instinct Gold*, *War Gods* and the like."

N64 Pro

FIGHTERS DESTINY



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TBA Last Legion UX
(Hudson)

TBA Nintama Rantarō 1-2-3
(Culture Brain)

March '98

01 - Sonic Wings Assault
(Video System)

13 - Super Speed-Race 64
[A. Lamborghini] (Taito)

19 - Powerful Pro Baseball 5
(Konami)

26 - G.A.S.P. [Deadly Arts]
(Konami)

26 - Susume! Taisen

Puzzle Dama (Konami)

TBA - Bio Tetris (Amtek)

TBA - Eltale [Quest 64]
(Imagineer)

TBA - Kiratto Kaiketsu!

64 Tanteidan (Imagineer)

TBA - Robo Wres

(Culture Brain)

TBA - Snowspeeder

(Imagineer)

TBA - Space Dynamites

[Dark Rift] (Vic Tokai)

1st Quarter '98

TBA - Air Boarder 64
(Human)

TBA - Bomberman Hero
(Hudson)

TBA - Jungle Taitei
(Nintendo)

TBA - King of Pro Baseball 2
(Imagineer)

TBA - Let's Smash (Hudson)

TBA - Super Robot Spirits

(Banpresto)

TBA - Tonic Trouble

(Ubi Soft)

April '98

TBA - Banjo & Kazooie's
Adventure (Nintendo/Rare)

TBA - Fighting Cup
[Fighter's Destiny]

(Imagineer)

TBA - Legend of Zelda:

Ocarina of Time (Nintendo)

TBA - Morita Shogi 64 (Seta)

TBA - Pachinko 365 Days
(Seta)

May '98

TBA - Rev Limit (Seta)

June '98

TBA - 64DD Disk Drive
(Nintendo)

TBA - Hashire Boku no
Uma (Culture Brain)

TBA - F-Zero X (Nintendo)

TBA - Pokemon Stadium
(Nintendo) 64DD

TBA - Pro Shinan Mah-
jongg (Culture Brain)

I heard it on the grapevine!

This is where we keep our ears to the ground, our eyes to the skies and our noses pretty much where they're supposed to be, in a vain attempt to bring you all the gossip from in and around the industry. Some or all of the following may or may not be true...

What's going on with DMA's eagerly awaited *Body Harvest*? The last thing we heard, DMA had been told by Nintendo to change the 'action adventure' and incorporate more RPG elements. Well apparently, the game has had those changes made and the big N still weren't sure. Now they want the enemy design changed and less RPG and more action! Will they ever be satisfied? We reckon that Nintendo should just trust DMA and let them get on with it.

Talking of DMA, we printed a few issues back that they were hoping to release a version of their excellent *Grand Theft Auto* for the N64. Well, it seems that NOA have got other ideas and don't want to see a game that involves joy riding on the 'fun machine'. Boo. Maybe we'll see something similar to *GTA's* non-linear gameplay in the near future? Please?



I Love my Silver Boy!

Thanks to the Japanese Keychain Company we've got 15 of their wonderful Digiboys (RRP 8.99) to give away. These indispensable keychains are almost as good as having a Gameboy, with over 50 smart games – including *Tetris* and *Galaxian*. All you have to do to win one of these little beauties is to answer this simple question:

Where on earth did Tetris originate from?

A Russia

B China

C Cornwall

All answers on postcards and stuck down envelopes (one or the other please, I don't want to see any postcards stuck inside envelopes!) and send them to:

Silver Boy
TOTAL 64
1 Roman Court
48 New North Rd.
Exeter
EX4 4EP

The entries should not arrive later than 31st March 1998 and the editor's decision is final and he will, under no circumstances, take bribes. Alright?

If you are not one of the lucky winners, then you can still get a Digiboy with a massive 25% discount! Just send off this voucher with a cheque or postal order for £5.99 + £1.00 p&p to: **The Japanese Keychain Company, Unit 16, Gunhills Lane Industrial Estate, Gunhills Lane, Armthorpe, Doncaster. DN3 3EB.** You'll receive your keychain within days!

PLEASE GIVE ME 25% OFF A DIGIBOY



NAME:

ADDRESS:

.....

.....

.....



Rumour has it that Boss Game Studios are working on a sequel to the excellent *Top Gear Rally* and it will be released on 64DD. Obviously, there is potential here for loads more tracks, a track designer and even a car designer. Now that would be cool!

Ocean's bitterly ironic *Mission: Impossible* has been delayed again – will the game ever be released? Originally pencilled in for a release before Christmas 1997, the game was then delayed until April. Well, that date has been put back even further to the end of 1998 but don't expect that date to be written in stone either!

Another seriously delayed game, *Robotech*, has been given a 'definite' release date of 'early next year' by Gametek. Yes, of course it has, now keep taking your medicine.

Finally, some good news for wrestling fans everywhere. THQ are already working on a sequel to *WCW vs nWo*. A possible title is *WCW Nitro 64* and that's all we've heard... for now!

2nd Quarter '98

TBA - F-Zero X Expansion Set (Nintendo) 64DD
TBA - Jikkyou World Soccer 2 [ISS642] (Konami)
TBA - Reckin' Balls (Acclaim/Iguana)
TBA - SimCity 64 (Nintendo) 64DD

July '98

TBA - Capture Cartridge (Nintendo)
TBA - Mario Artist: Picture Maker (Nintendo) 64DD
TBA - Mario Artist: Polygon Maker (Nintendo) 64DD
TBA - Mario Artist: Talent Maker (Nintendo) 64DD
TBA - NBA Basketball [Courtside] (Nintendo)
TBA - Nintendo 64 Mouse (Nintendo)
TBA - Onegai Monsters (Bottom Up)


August '98

TBA - Ultra Baseball 64 (Culture Brain)

3rd Quarter '98


TBA - Konami Hockey '98 (Konami/KCE0)
TBA - Pikachu Genki De Chu (Nintendo)

Worms in my 64!

Look out for Team 17's brilliant *Worms* – soon to be making an appearance on the N64. This hilariously original game would be more than welcome on the N64 – its brilliant graphics are only surpassed by the inventive and addictive gameplay. The game is turn based and the objective is to use your team of four worms in a battle to the death against other teams. You get to use a variety of weapons, ranging from the ordinary – shotgun and missiles, to the bizarre – Granny Bomb and Super Sheep. No definite plans have been made yet but we hope to see this game sometime next year. 

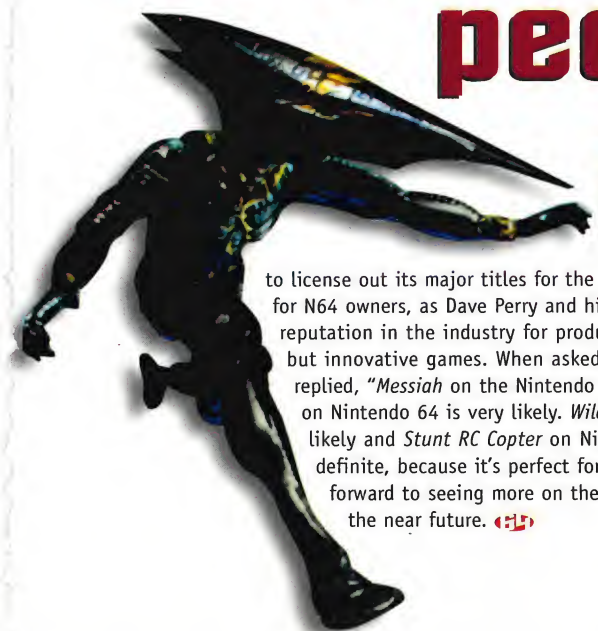



Tatio race For 64

Famous Japanese arcade developers, Tatio, have announced that they will be working on the N64 in the very near future. They have so far announced one title, called *Super Speed Race 64* but exactly what kind of racing it will involve is unknown. 

WANTED
ROCK HARD
ARSE KICKING
SIXTEENTH CENTURY
SAMURAI TYPE
TO RID LAND OF
TYRANT FORCES

Shiny happy people



According to a recent interview, Dave Perry, of Shiny Entertainment said that his company has plans to license out its major titles for the N64. This is great news for N64 owners, as Dave Perry and his company have a great reputation in the industry for producing somewhat archaic but innovative games. When asked about his plans, Perry replied, "Messiah on the Nintendo 64 is very likely. MDK 2 on Nintendo 64 is very likely. *Wild 9s* on Nintendo 64 is likely and *Stunt RC Copter* on Nintendo 64 is almost a definite, because it's perfect for the machine." We look forward to seeing more on these tantalising games in the near future. 

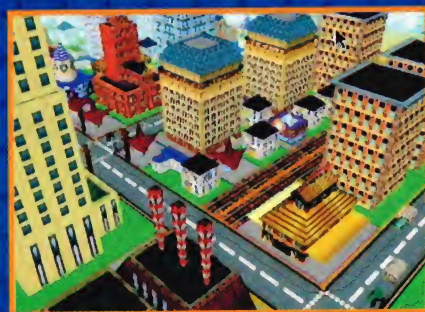


First

Sim City 64

Sim City — the game that has graced almost every Format of modern times, in many different forms. We're about to see the best version yet, released on the 64DD...

Sim City 64 will follow the same guidelines as other Sim City games. Just in case you've been in a cave for the last ten years or so, the basic premise goes thus: you must build your own city from scratch, balancing the needs of the residents with the demand for a good economy. Sounds simple, but the decisions you need to make are really pretty complex. Do you build parks or factories? Convenient roads or pollution-free railways? The workers want to live close to their work, but not in its shadow.



SimCity 64 will be fully 3D, taking full advantage of the 64DD's capabilities... the possibilities are endless

Zone placement is critical: people will only move into houses if they're near to shops, and fairly near to industry. Zones grow and develop depending on how exclusive the surrounding area is. If it's high class the zones will develop into high rise luxury apartments. If it's very dirty, with a lot of crime, they'll turn into slums. Not only do you have to arrange all this, but you also have to balance the budget, set taxes, fund the transport, police, and fire departments...

Besides these everyday tasks, you may also encounter natural phenomena, ranging from fires and floods, up to earthquakes and strange aliens, testing even the smartest mayor to the limits.

Not to be confused with *SimCity 2000*, which will be out later this year on cartridge, *SimCity 64* will be fully 3D, taking full advantage of the 64DD's capabilities. As in *Theme Park*, you can take a virtual walk through your city, giving you a residents' view, and (as in *Sim Copter*) you can fly around it, gaining a different perspective.



The option to load data from other 64DD programmes, such as *Picture* or *Polygon Maker*, could lead to having houses looking like people, mixed in with pre-designed buildings as well. The possibilities are endless... **64**



Look


Pikachu Genki de Chu

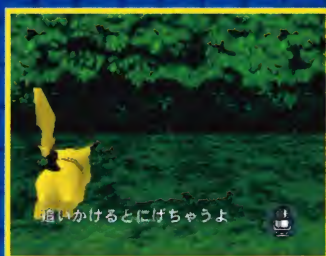


Virtual Pets are all the rage in Japan — just look at the success of *Pocket Monsters*! Coming soon to a Nintendo near you, is game where you can actually talk to your pet...

At the recent Nintendo Space World in Tokyo, Hiroshi Yamauchi gave a speech which outlined his plans for the future of videogames. It basically boiled down to 'Pocket Monsters are the future, so buy *Pocket Monsters*', so if you own an N64, then prepare yourself for a flood of these, and other related titles. The first of these is *Pikachu Genki de Chu*, a virtual pet game based on the popular Japanese cartoon — you may remember the show was in the news recently when *Pikachu*'s flashing eyes sent hundreds of Japanese children into epileptic fits. Nintendo tell us that the game will not have any of the flashing bits but what it will have is direct audio input.

This feature will allow you to talk DIRECTLY to your *Pikachu* and influence the way he feels and behaves. In order to make this possible, Nintendo have developed a new peripheral, a microphone pak. Looking very much like a professional headset, the device sits on the user's head and a microphone comes down just in front of the mouth. With this you will be able to say a surprisingly wide variety of phrases to *Pikachu*: "come here", "catch ball", "throw ball" and "sorry". He will react to everything you say and his facial expression will change accordingly. *Pikachu*'s expression varies greatly and can show happiness, sadness, anger, dazed looks and loads more.

With few children allowed to own pets in Japan and the phenomenal success of *Pocket Monsters* on the Gameboy, you can be sure this game will be massive. 



**WANTED
ROCK HARD
ARSENAL
SIXTEENTH CENTURY
SAMURAI TYPE
TO REBEL LAND OF**



NBA Basketball

Basketball is fast becoming the most popular type of sports simulation on the N64 – witness the new games onto the market. Perhaps the most notable is *NBA Basketball* from Z-Axis and Nintendo. The game's lifelike motion captured graphics and squeaky floorboards are a real Master Jam!

Despite still going under a working title, this product is actually almost complete. The only reason it hasn't hit the shelves yet is because it currently has no publisher. This is a shame, as this is the first basketball game to feature college names and players, rather than the hyper-glamorous NBA. *NBA Basketball* has been in production for nearly a year now, and is planned for an early '98 release.



Not only does it have all the college names and players, it also has what seemingly comes as standard on games of this calibre: statistics by the shovel-load. The game also boasts a very different control method, with a lot of moves made via the N64 analog stick. This will please all players, as now you can do multidirectional passing, not just the standard eight directions, allowing for far greater subtlety and innovation.




Arguably the best new touch in NBA Basketball is the ability to taunt your opponent after you score – obviously, this works superbly in multiplayer mode

Every little detail from the real game has been included in *NBA Basketball*. The usual dunks, fakes and swatting away are all in here, as are dunk blocking and on-the-ball skills. For added realism, you can even try your hand at intimidating players who are about to take free throws, by jostling around them.

Arguably the best new touch is the ability to taunt your opponent after you score. Obviously this works superbly well in multiplayer mode; the ability to rub your achievements firmly in the proverbial face of your buddy is always good for

a laugh. You can make your scorer say something very sarcastic and degrading to your opponent – who cannot reply. Imagine that! Exactly what you can say is yet to be arranged.

Making full use of Z-Axis' in-house motion capture studio, the players will all move with great fluidity and the animation will be very realistic. There will also be very nice spot touches, such as floor reflections.

NBA Basketball promises to be a very strong title and will restore many people's faith in what was thought to be a flooded genre. 



Reckin' Balls

After the mad feast of prehistoric monster hunting that was *Turok*, it seems only natural that Iguana should opt for some ball-racing action. It follows on naturally. Well, maybe not, but nevertheless it looks like a belter of a title is on the way...

To describe *Reckin' Balls* as a platformer wouldn't do it justice, but then again describing it as a racer wouldn't either. This game is a perfect blend of both. The general idea is that the player controls a bouncing sphere, racing on vertical spiralling tracks that loop, pile up on themselves and generally look very, very perplexing indeed.

Every ball has its own personality, complete with varying expressions and quirks and the tracks can reach upwards of 400 levels. En route to the top of these, players can utilise any manner of strange transport devices, ranging from jumps, springs and conveyor belts, right up to air-fans, transports and rolling drums.



The method you choose to negotiate the tracks can greatly affect your speed up the levels but it's not just a race, there are several enemies



on the way up that will do their best to halt your progress.

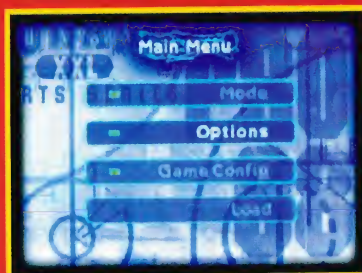
Graphically *Reckin' Balls* won't push the N64 to new limits, but it still looks very eye-friendly. Both the city backdrops and colourful tracks are impressive, as is the animation of the balls, which constantly change shape. Whenever the tracks above overlap your current track, the former become transparent – a very nice touch.

The gameplay is very easy to pick up, but using the grappling hook – with which you can block

enemies and haul yourself up to higher levels – takes a lot of practice to master. *Reckin' Balls* really shines in multiplayer mode – four way split-screen action is the order of the day but neither the frame rate or graphics suffer.

Although it's still in its early stages, *Reckin' Balls* is already shaping up to be one of the most original titles on the N64, and will no doubt have gamers up till the wee hours battling their friends! Expect *Reckin' Balls* around mid '98. **64**





Basketball, what a great game — ten tall blokes, two baskets, one ball, stupidly high scores and the odd leaping cheerleader. What more could you want — a decent basketball game for the N64 perhaps?

NBA P

When Konami announced they were working on a basketball sim for the Nintendo 64, I was more than happy. So, as I waited patiently for the preview copy to arrive, my mind wandered to Konami's previous sport-fuelled games and thoughts of a basketball game with the fluidity and playability, not to mention the superb looks, of ISS filled my mind. Heaven.

As you might have guessed, I am a great fan of basketball, both on consoles and in real life and so far I have been totally disappointed at the lack of the things on the N64 (apart from *NBA Hangtime*, which frankly isn't a real basketball game) and now apparently, there are at least three of them in development. It's always the same,



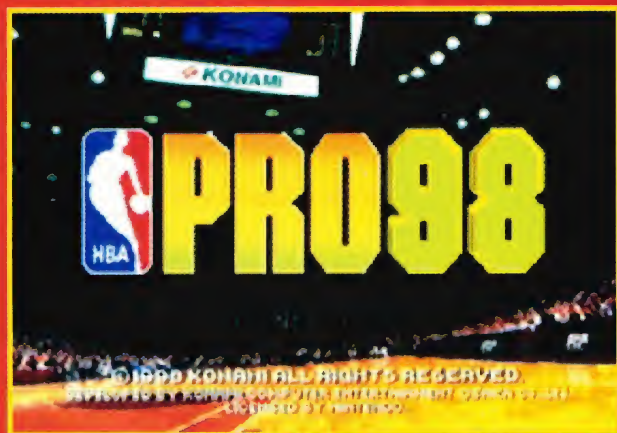
▲ Monster Jam for Michael Jordan...or is it Roster Guard? I always get those mixed up

you wait ages for one and then three come along at once.

Okay, the preview has arrived and it's time for our first look at *NBA Pro*.

Turn on the machine and you are greeted with the familiar Konami logo (reaffirming the game's pedigree) and then it's onto the first set of options.

Konami have always produced quality sports titles and I see no reason to think this will be any different



▲ I've told you before about dribbling



▲ A Chicago Bulls player 'lays up'



ro '98



▲ After a successful "basket" the team members run to congratulate the scoring player

Here you can change many of the game settings, such as quarter length; player attributes, like whether you want them to have realistic stamina, and the match rules. Almost any option you could possibly need or want is in here and you could spend a good ten minutes, setting up your game just the way you like it.

When this is done you can choose to rearrange the controller configuration to suit yourself, although the default setting is probably the easiest config

to use when you first start. From here you go on to choose the mode you want to play in, whether it be an exhibition match between two chosen teams, a full season, the play-offs or even an all-star match up.

From this screen you can also look at a whole host of stats and team info for any team in the NBA. Although not important to the game itself, this does let you check out your favourite team's win record or shot percentage and also shows that Konami have thought

about what to put into *NBA Pro*, rather than just throwing the eager public a shoddy product just to make some money. But before I get on my

It's in the rules!

Basketball is one of those typical American sports where the scoreline needs to be into double figures before the crowd is happy. For those of you out there who're not familiar with the sport, let's have a quick look at the basic rules.

GENERAL

The game is played over four twelve-minute 'quarters' by teams of five, although each team is required to have at least five players on the bench as well.

SCORING

Points are scored by getting the ball into the basket (doh), with three points awarded if the shot is outside the semi-circular three point line and two points for any basket made inside. Any successful free throws are awarded one point.

SHOT CLOCK

When a team gets possession of the ball a clock starts to count down, the team then has 24 seconds to score or loses possession.

OTHER CLOCK VIOLATIONS

The ten second violation occurs when a team fails to get the ball into the opposing team's half of the court within ten seconds of getting possession.

A five second violation occurs when a team fails to throw the ball onto the court after a throw-in is awarded.

A three second violation occurs if a player stands in the painted area of the defending team's end for more than three seconds, whilst his team are attacking.

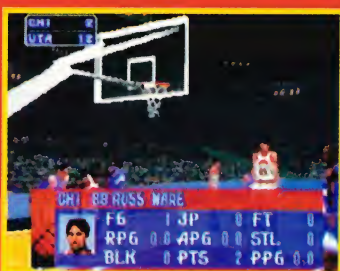
TRAVELLING

A violation that occurs when a player in possession of the ball runs further than the permitted distance, without dribbling.

GOAL-TENDING

Occurs when a player tries to shoot at the basket but the opposing team knocks the ball away from the ring before it goes in.

There are many more rules to take into account but these are the basics.



Self-made man

This is one of the coolest options in the game, as it allows you to play God and create your very own team. From their height and weight, to whether they're right or left handed, it's all in here:

- First name your man, then give him his number and position.
- Once this is done you get to set your player's height and weight, so whether you make him a 7' 11" giant or a 5" midget, it's up to you.
- Now set his attributes and you have yourself a star in the making!



high horse, let's take a look at those game modes in a bit more depth.

Exhibition mode is just what it says; an exhibition match between two teams,



▲ Scottie Pippen slams his dunk and hangs out to dry. Or something



whether it be against the computer or with up to three of your mates (two on each side, etc). All of the NBA teams are available to choose from, including the great Chicago Bulls.

That is okay for a quick match when your mates come round, but the real

help take your team to victory. All of the usual trade player options are there as well, including the option to turn the trade deadline on or off. This simply means you can choose from being able to trade and swap players right up to beginning of the play-offs or, as in

At the moment NBA Pro runs fairly slowly but this will be corrected before the release of the final version

action in *NBA Pro* is too be found in the full season.

The full season is also just what it says – a full season of eighty two matches (although this number can be reduced) with the top four teams from each conference going through to the play-offs at the end (again the amount of play-off matches can be set). Up to four players can take part in a season – which can of course be saved onto a game pak, so you don't have to play eighty two matches in one sitting!

Again, all of the real NBA teams are included, along with all of the real players (well, most of them). You also have the option to create your own player (see boxout) so you, too can be star centre for the Bulls or Lakers and

the real thing, opt to complete all of your trades by the deadline date of February 20th.

For those of you who just can't be bothered to play right through a whole season, there's always the option to skip straight to the play-offs; a chance at glory without all the hard work. The amount of play-off matches can again be set to suit your needs. If you fancy a match involving all of the best players from both the eastern and western conferences going head to head, there's an option for that as well.

The all-star match-up is just what it says – all the big stars of basketball, irrespective of what team they play for, made up into two teams. The season's MVP (most valuable player)



▲ The camera moves to give you the best view of you and your team mates



▲ The players break into attack quicker than you can say, 'Helicopter Jam'!



usually gets star billing in this light-hearted match, which takes place at the end of the play-offs.



already looks very promising. The movement of the players is smooth, and they are animating



any basketball game I've ever played, with lots of different dunks, as well as the simpler jump shots and fade-aways. You can also perform different dribbling techniques, passing the ball between your legs and behind your back – this not only looks pretty cool but it also allows you to slip past your marker more easily, so you can score the cooler dunks.

When you do score, the name of the scorer is called out by the announcer in a real basketball style – as is the



The only spanners that are lurking near the works are the three up-coming basketball games, one of which is by Nintendo

Okay, that's enough about all the options, let's take a closer look at the actual game. Although the version we received is very early code, *NBA Pro*

the team kits are easily recognisable – and – to a certain extent – the players. The amount of shots you can perform is as

CHICAGO BULLS		PLAYER STATS	
28		TOTAL POINTS	
12/	18 (666)	FIELD GOALS	
4/	9 (444)	3 POINT	
0/	1 (000)	FREE TH	
3.0		REBO	
1.0		ASSIS	
0		STEAL	
1		BLOC	
2		FOU	
3		TURN	
0		TIME	

▲ A wealth of statistics awaits the num

The Legend

If you've ever doubted buying your N64 then now is the time to beg forgiveness. You are about to be shown just what it means to be an N64 owner...you are about to be introduced to The Legend of Zelda: Ocarina of Time...

Ever since the first announcement of the N64, we knew that *Zelda* would be fundamental to Nintendo's plans and that it would be a great game. What else could it possibly be? What we weren't quite prepared for though, was exactly how good it would be. You can forget *Mario 64* and you can banish *Goldeneye* from your mind, this is going to be THE game of the year on any format. You can forget *Metal Gear Solid* and *Tekken 3* on the PlayStation and you can forget *Burning Rangers* on the Saturn – this is where it's at and it's only on N64. So by way of an update for you *Zelda* hungry maniacs out there, this is everything we know about the game that will take the world by storm.

A Link to the Past

My own personal history with the *Zelda* games began back on the SNES with the third of the series – *Legend of Zelda: A Link to the Past*. I was immediately hooked on a game that seemed to have it all – the graphics, the intuitive gameplay mix of exploring and real-time battles and it was all underpinned by an engrossing storyline. This game took you to medieval castles, up through the highest mountain ranges and to small towns, where interacting with the townsfolk was as enjoyable as playing the main game. *Zelda 3* (as it was also known) was also a massive game. It had a huge game map which actually doubled in size when you reached a certain point in the game and were able to cross over to Dark World (an evil replica of Hyrule) – we're talking about over 40 hours of gameplay to complete the full game here.

But that wasn't the beginning of the story, oh no, *Zelda* started off life back on the NES, with the original *Legend of Zelda*. This was the first game to introduce the world to the action RPG – everything before had used a turn-based combat method. This was a top-down exploring game and also involved talking and puzzle bits. Not advanced by today's standards, but then what is?

The next *Zelda* took *Mario*'s platforming example and became a 2D side-scrolling game which had emphasis placed on puzzle solving. The third in the series was the SNES classic and was followed by arguably the best installment to date – *Zelda* on the



d of Zelda



▲ Just as in the SNES version of *Zelda*, the gems act as money in Hyrule

Gameboy. Almost identical to the SNES version, in terms of both graphics and gameplay, it was even bigger and better

and have always been at the forefront of the genre and the latest instalment looks to continue this trend in many

Miyamoto has already confirmed that there will be a 64DD version of the game. We don't know exactly what form it will take: it may be an independent title or may be an extension of the cartridge game but we do know this: it will be an essential purchase

than any of the titles that had gone before it.

The one thing that you really need to know about the *Zelda* games, is that they have always been huge successes

ways that you cannot possibly imagine. If you think that sounds exaggerated, read on and decide for yourself.

The first playable version of *Zelda* 64 was unveiled at last year's Nintendo

Back in the mists of time...

The Legend of Zelda: Ocarina of Time is just the latest in a long line of *Zelda* games to grace Nintendo's consoles and they've all been designed by Shigeru Miyamoto!

THE LEGEND OF ZELDA – NES

The first action RPG ever got the formula right first time around. A top down, flip screen RPG, that really was groundbreaking. A simple story of 'rescue the Princess' meant that this was classic fairy tale type stuff



THE ADVENTURES OF LINK – NES

A change of pace for the sequel to *Legend of Zelda*. Instead of the top down viewpoint, players were treated to the more detailed graphics of a sideways moving RPG. Arguably not as good as the original but introduced more puzzle solving into the series



A LINK TO THE PAST – SNES

Similar to the first version in many respects, except it had better graphics, a better battle method – in fact the more I think about it, the less like the original it becomes. Ah well, that's nostalgia for you. Basically it was a superb game, offering over 40 hours of game play time and lots of pleasure to boot. Classic



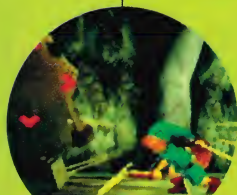
LINK'S AWAKENING – GAMEBOY

The last instalment of the story was arguably better, albeit very similar to, the SNES version. The game world was larger, the story better and the gameplay was perfected. It still amazes me that this only ever came out on the Gameboy!





Each time you whip the horse, the metre decreases by one carrot.



▲ Nave is your fairy friend who helps you on your quest

Space World and allowed lucky players a small sample of what to expect. You should expect *Zelda* on the N64 to do for Link, what *Super Mario 64* did for the Italian plumber – except the effect will be at least ten times more.

Eye Candy

The first thing that strikes you about *Zelda* are the wondrous visuals. Never before has a game looked so realistic or offered such an immersive game world. *Goldeneye* was impressive, with its motion captured enemies and vast landscapes but *Zelda* takes it to the next level. The majority of the game takes place outdoors, in the open air and here you can see just how powerful the N64 can be in the right hands. Yes, we've said this about games

before, but *Zelda* is different. There's absolutely no fogging to disguise pop up. That's because there IS no pop up! You can see for miles around you – almost to the horizon – and the game still runs at a credible 25-30 frames per

second. As for the animation, it's in a league of its own; even without motion capture, Link runs around in a highly convincing manner and the enemies are all animated superbly – there are so many nice touches. A good example of this is if Link is carrying his sword (he's left-handed apparently) and goes for a swim, then he can only make strokes with his right hand.

As you can see from these shots, this has not been at the expense of the textures you'll find in the game. Apart from the character texture maps, the backgrounds have been given unusual levels of care and attention. They show huge variety too, with the rocks, grass and textures in the towns and castles all looking most convincing. These parts remind me of the pre-rendered visuals of *Final Fantasy VII* – except *Zelda* is drawn in real-time. The advantage to this? Well, you can move the camera to whatever position best suits the action, try doing that on the PlayStation!

I like what I see...when I can see it!

Miyamoto and his designers have found a way of solving that annoying problem

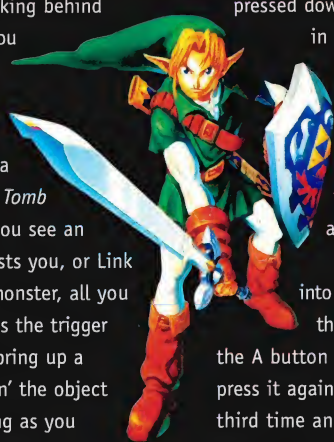


You've switched your targeting computer on!

One of the many innovative features you'll find in *The Legend of Zelda: Ocarina of Time* is the targeting or lock-on system. Pressing the trigger button will cause Link to lock on to an enemy and he will automatically side-step rather than turn in that direction. This allows you to perform all manner of moves without having to worry about keeping the enemy in your sights. Also note that Navie, your fairy helper, hovers above the enemy's head



of the camera sticking behind a wall or giving you an awkward angle at a crucial moment. It follows Link in a similar fashion to *Tomb Raider* but when you see an object that interests you, or Link is attacked by a monster, all you have to do is press the trigger button. This will bring up a target and 'lock-on' the object or monster. As long as you keep the trigger button



pressed down, the camera will stay in a fixed position just above the shoulder. This allows you to circle your enemies and attack them while side-stepping, back-flipping and shielding against their blows.

Fighting enemies brings into play another innovation – the attack system. Pressing the A button once draws Link's sword, press it again to slash, press it for a third time and Link will perform an attack which swings the sword from top

Never before has a game looked so realistic or offered such an immersive game world. Goldeneye was impressive with its motion captured enemies and vast landscapes but Zelda takes it to the next level



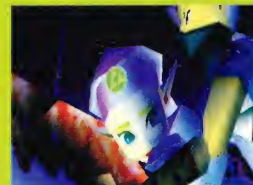
▲ You'll meet many strange characters on your travels



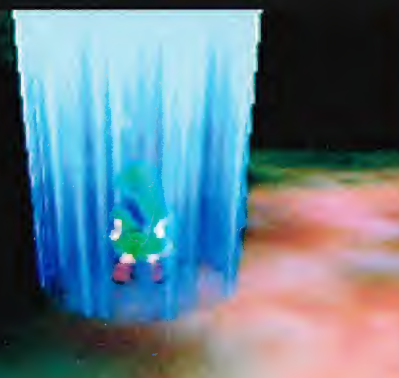
▲ If you're not fluent in Japanese, you'll have to wait for the translation

I'm your Knight

If you are a fan of the way *Lylat Wars* used cut scenes to provide a cinematic quality, then *Zelda* will not disappoint. The cut scenes seen here are almost of the FMV quality that you'd find running (on video) on a PlayStation – except here, all the graphics are in real-time! The intro to *The Legend of Zelda: Ocarina of Time* sees a young Link watching helplessly as Princess Zelda is kidnapped (again). He tries to intervene, only to find his way blocked by Ganondorf, a character previously seen in other *Zelda* games. And so the epic adventure begins...



to bottom. Turning the control stick will rotate the sword above Link's head and produce a more powerful hit and you can hold down the A button to charge





You can see for miles around you – almost to the horizon



▲ You can make your horse gallop by whipping him but your 'carrot metre' goes down by one each time you do this

the sword up, as in *Zelda* on the SNES. This gives you a very intuitive attack system rather similar to a simplified beat-'em-up. There are similar controls for all the other weapons in *Zelda* which are given easy access by spreading them over the bottom three C-buttons

(displayed in the top right of the screen).

There is a huge variety in the enemies that you will face. Apart from the skeletons and Octorocs that have been present since the first screenshots were released, there are stones that come to life, man-eating plants, jumping spiders and many, many more – each relating to the environment that they inhabit. As with the SNES version there will also be many boss characters for Link to overcome. Among these there are huge skeletons which crumple into a pile of bones when defeated, a large spider boss who has a nasty habit of jumping and walking onto the ceiling of his cave when you least want it and an absolutely MASSIVE dinosaur boss, who makes the reptiles in *Turok* look like wimps. The animation of all these

bosses is nothing short of breathtaking and each battle is preceded by a short animated sequence to set the scene.

Tinkerbelle Tantrum

You're helped on your quest by a friendly fairy called Navie – Link has a similar relationship to her as Peter Pan has with Tinkerbelle. She will hover around you and warn you of approaching enemies by glowing red; she will also tell you if a character is friendly by glowing blue. Navie is also the only character who has sampled speech (so far) which she uses to greet characters and shout advice during a battle.

Zelda is also remarkable for its many gameplay innovations. The best feature has got to be the 'action' button (B button) which will change according to the context in which it is used. If you are near a ladder, then Link will climb it. It also acts as a jump button and a read button. You can talk, crawl, pull, push and check. There is also an auto-jump feature, which stops you from falling off when you're trying to jump from platform to platform.

You might be worried that such a huge landscape will take hours to





▲ Would you look at the size of that city!

walk across. Well don't worry, because Link has the help of a trusty steed. On your travels you will come across a lonely horse and you can use him to travel the length and breadth of Hyrule (the name of the horse is up to you). You are able to make the horse run



▲ Note the use of real-time lighting

through time and it appears that your actions in one time period will affect what happens in the other, so this will be a crucial part of the game.

The sheer size of *The Legend of Zelda* is beyond belief – it comes on the biggest cartridge in history: a

It appears that your actions in one time period will affect what happens in the other so this will be a crucial part of the game

faster by using a whip but you can only do this a certain amount of times – cleverly symbolised by a 'carrot metre'. Each time you whip the horse, the metre decreases by one carrot.

A Tale of Two times

Not much is known about the storyline yet – obviously Nintendo don't want to spoil the fun for you. We do know this much though: the plot involves the kidnapping of Princess Zelda by an evil wizard, aided and abetted by Ganondorf (you may remember him from the SNES *Zelda*) and it is your task to rescue her. Yes, we know, it does sound pretty uninspiring but recent reports point to far more depth of plot, with Link being able to travel through time. Screenshots even show Link as both a boy and a young man and part of the game involves your quest to find keys to activate the Ocarina Tower – this allows Link to travel back and forth

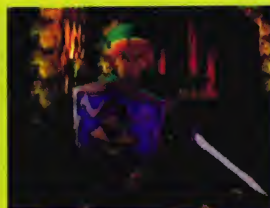
massive 256 Mbits. As you may, or may not have heard already, the game world is huge. If you walked from one end to the other it would take you more than a day. And that's a real, 24 hour day, folks!

Zelda will have three save game slots like *Mario 64* and will be Rumble Pak compatible. But it won't just vibrate when you take a hit, Miyamoto wants to find another use for the peripheral; a possibility is that it will start to shake when you get close to a secret area. And that's not all. Miyamoto has already confirmed that there will be a 64DD version of the game. We don't know exactly what form it will take: it may be an independent title or may be an extension of the cartridge game but we do know this: it will be an essential purchase when the 64DD finally emerges.

Unbelievably, *Zelda: Ocarina of Time* has been in development since the SNES version was finished back in 1990, and it shows. Those seven years have been put to good use and have produced the finest game ever seen on any console.

Link's Weapons

The Legend of Zelda: Ocarina of Time provides Link with plenty of cool weapons for you to play with. Some are from the SNES version and others are all-new for the 3D world. Up to three weapons can be assigned to the C-buttons (you decide which) and pressing the one you want to use moves its control over to the B button



SWORD

Link's standard weapon can be used in a variety of ways – in a similar fashion to a scaled down beat-'em-up. Using different combinations of button presses, Link will perform various monster-chopping combos



BOW & ARROW

You can fire this in two ways – the first is in lock-on mode and will automatically fire at your opponent. The second is if you fire without lock-on, when you'll get a behind-the-arrow camera angle



BOMB

Pressing the appropriate C-button will cause Link to pull out a bomb and ignite it. You can walk around with it for a while, but it's best to get rid of it ASAP! Link can drop the bomb or hurl it a certain distance



STICK

This is used in a similar way to the sword, except it has a longer reach but cannot cause as much damage. You can also use the stick to get to objects that would otherwise be out of reach

HAMMER

You can use this as a weapon but you'll have to get in close to your enemy for it to be effective. Best used to knock things out of the ground, for example secret objects



MAGIC NUTS

Throwing one of these at an enemy will cause it to explode in a massive flash of brilliant light. This will temporarily blind your enemy and allow you to attack them without fear

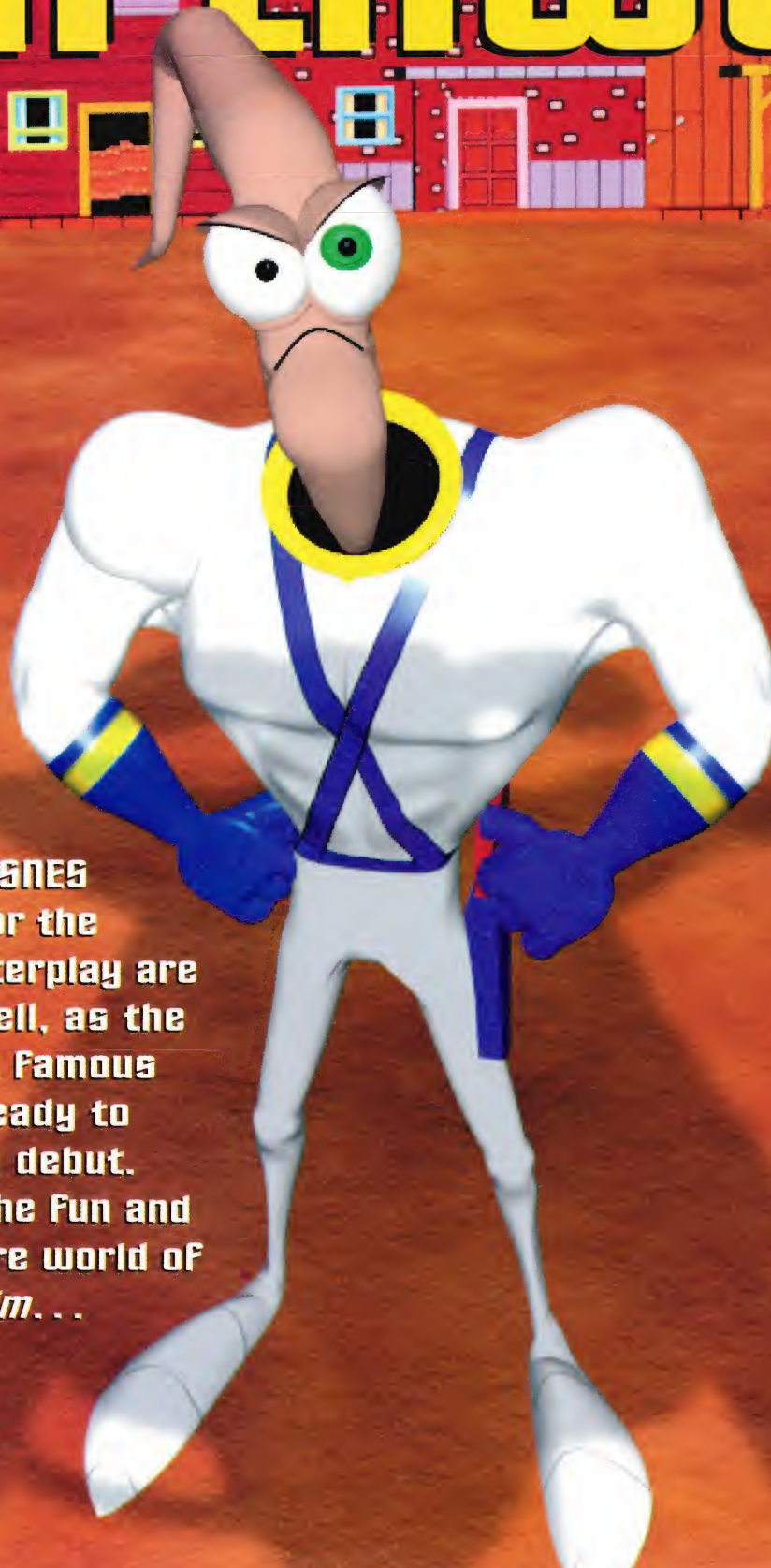
BOOMERANG

This most useful weapon from the SNES game makes a welcome return. Used both as a weapon and for collecting out-of-reach objects



Ever. We can't wait for the English translation which, incidentally, should be released in the UK around November time. We wait with baited breath... (S)

Earthwor

A 3D rendered character of Earthworm Jim. He is a pink worm with a long, pointed nose, wearing a white suit with blue suspenders and blue gloves with yellow cuffs. He has a determined, slightly angry expression with one green eye and one black eye. He is standing on a brown, textured ground. In the background, there are red wooden buildings with yellow trim and windows, and a dark, silhouetted city skyline under a night sky with a large, glowing pink and white light source.

So you think that only Nintendo can revamp their SNES characters for the N64? Well, Interplay are up to it as well, as the world's most famous worm gets ready to make his N64 debut. Welcome to the fun and ever so bizarre world of *Earthworm Jim*...

EXCLUSIVE

m Jim 3D

If you've ever owned a SNES or a Megadrive, you'll have heard of *Earthworm Jim*. He was one of the most recognisable characters of the 16-bit era – only *Mario* and *Sonic* came close to the earthworm's game fame. The *Earthworm Jim* games were basically simple 2D platformers but platformers with a difference, thanks to their sense of humour, which gave more than a nod in the direction of Tex Avery's cartoons – giant hamsters, falling cows and bizarre characters were the norm in *Earthworm Jim*.

As an example, there was even one level that involved Jim riding up on a stairlift, trying to avoid falling grannies! The games were also notable for their use of (almost) Disney quality animation and strong characterisation – this led to a highly successful cartoon series.

The Worm has re-turned

Now the *Earthworm* is trying to make a successful transition to the 64-bit market in the same way that *Mario* did – he's gone all 3D! The creators of *EW Jim*, Shiny Entertainment, have now

handed over the baton to the Scottish based developers, VIS, who've managed to come up with a completely new slant on the game that will firmly establish the Worm in the hearts of 64-bit gamers.

Whilst trying to liberate the local zoo's penguin house from terrorists (as you do) Jim is knocked unconscious and falls into a dream world. He finds himself stranded on a strange island, an island with nine themed areas of personality, athleticism, aspiration, dream, fear, fetish, greed, lust, memory and finally, violence. Each of these areas is a



▲ Jim takes to the rocket bike in one of the 'arcade' sections in the game



The Kirk Ewing Interview

As VIS take over the N64 version of *Earthworm Jim* from Shiny, who better to answer everything you wanted to know about the shortly released conversion than the Creative Director of VIS himself, Mr Kirk Ewing?

T64: How long have you been working on this project?

KIRK EWING: Fourteen beautiful months.

T64: Describe the basic objectives you set yourself when taking on a high profile project of this magnitude.

KIRK EWING: I suppose our biggest objective at the start of the project was to make the game fun. And Scottish. We're big, big fans of the *EWJ* series and take our hats off and drop our kilts to the immortal Dave Perry for coming up with such an original character in the first place. But – pun intended – we've always thought we could add an extra dimension to big DP's vision – and that's what we're doing here.

T64: What new characters are introduced within this game? Where did the ideas and designs come from?

KIRK EWING: There are plenty of characters from the first two games in *EWJ3D*. Professor Monkey-for-a-Head, Pscycrow and *Earthworm Jim* are all back, to name but three. Another one is Bob the Goldfish. In addition, we've created a number of new enemies like Bovine Special Elite –

or Mad Cows – Rabid (a manic scooter-riding rabbit) and the Disco Zombies – all gloriously animated and hilariously unpredictable.

The game itself is a combination of ideas – though I came up with the most obscure ones. At the start of the project – before we'd even presented the pitch to Shiny/Interplay – we sat down in a darkened room, locked the

doors, bought crates of Irn Bru and threw ideas around. The best obviously made it into the game – the rubbish ones we'll put in the sequel (only joking). In terms of Jim's life and past, we've



From the drawing board

With a cartoon based game such as *Earthworm Jim*, it is vital that the artist's original sketches are faithfully reproduced in the digital world



different part of Jim's subconscious and each is home to a supporting character. To return to the 'real' world, Jim must conquer each of the areas and enlist the supporting characters



to help reactivate his 'mind console', just in time to stop the nasty evil terrorists from detonating a thermo-nuclear device. Phew!

The idea is that Jim has to enter each one of these areas, each with a certain number of levels, and overcome that particular side of his personality – represented by a boss character.



So, it all sounds fairly straightforward, right? Well, no actually – VIS Entertainment have gone to great lengths to ensure that this new game is totally non-linear.

The player will be able to wander anywhere around the island, which serves as an area select mode, in a similar way to the castle in *Mario 64*. Once inside an area, the player can

Events like 100m Sprint, Skeet Shooting (with a rocket launcher, of course) and Girl Hurling (like javelin but with small girls) will bring great variety and humour to the gameplay



The characters

What would an *Earthworm Jim* game be without strong characterisation? Many of the previous game's characters return, as well as a few new ones – all soon to be appearing in a new cartoon no doubt!



ZOMBIE ELVIS

This guy is a sort of undead John Travolta/Elvis character



EVIL THE CAT

Making a welcome return is the deranged cat, who is quite...er, evil



DOCTOR MONKEY-FOR-A-HEAD

He was involved in a nasty experiment where a monkey became attached to his head!



SCARECROW

Mostly harmless – apart from his psychotic mind and the rocket launcher attached to his arm



then decide to stay and complete it or, for whatever reason, they can leave and return to the main island and select another level. Additionally, none of the levels have a start or a finish – you have complete freedom of movement – which means that lots of exploration is required. Sounds quite similar to *Mario 64*, don'tcha think? Well, this is a comparison that VIS are not afraid of. Kirk Ewing, the Creative

Director of the project says that "We know that the game, especially on the N64, will be compared to *Mario* and we're more than happy for it to be. *EWJ3D* is a much more 'cartoony' game than *Mario* – everything in it is very exaggerated and comical, aiming to entertain as much as challenge."

I'm just a Flat worm in a 3D world

As you can see from these screenshots, VIS have managed to retain all the cartoon qualities of the original. The game engine incorporates a hybrid of polygon and voxel technology (a voxel

nicked bits from the previous games and the TV series, so the whole thing hangs together.

T64: Why didn't Shiny programme the game themselves?

KIRK EWING: I think Shiny wanted to move on to more 'original' titles such as *Messiah* and *Wild 9s* rather than do another *Jim* game. Maybe in their eyes they'd taken it as far as they thought it could go, but we were confident that there's plenty more we could do.

T64: How did their relationship with yourself come about?

KIRK EWING: Very simply, Interplay acted as a gaming 'Dateline'. They had a project they wanted done, they knew we were interested and so they arranged for the two parties to meet. Very soon, 'We, too, had found love.'

T64: How much input have the Shiny team had in this project? Do they regularly check up on its progress?

KIRK EWING: The game concept is all our own. VIS has taken all the elements from Jim's life, jumbled them up and arrived at a story and scenario that is both original, yet still within the established boundaries of Jim (eg. whatever you fancy!) Nothing in the game is out of place – for example, his childhood memories are exactly as they should be – but the spin we've put on it is totally fresh.

Of course everything has to be approved by both Interplay and Shiny, but there are very few things that we've had to remove.

When that did happen, we just told them we'd remove it and left it in as a 'secret' mode. Interplay and Shiny have been great to work with throughout the project and have given us license to do pretty much what we want with *EWJ*.

When getting ideas approved, we present storyboards, concept drawings and deep-filled sandwiches on a large silver tray to the Interplay team. They then give us the thumbs up or thumbs down, then eat all the sandwiches. And, of course, they're kept fully up to date with each build of the game as it is finished and give us plenty of feedback.

T64: Obviously the game takes place in a 3D environment. What elements do you think will prevent it from being called just another *Mario* clone?

KIRK EWING: We know that the game, especially on the N64, will be compared to *Mario* and we're more than happy for it to be. *EWJ3D* is a much more 'cartoony' game than *Mario* – everything in it is exaggerated and comical, aiming to entertain as much as challenge. They say that the Japanese have a certain style. We'll show that the Scots have more so. And we don't sell girls' pants in vending machines. Only men's.

T64: What part of the game are you most proud of?

KIRK EWING: We're really proud of the way the game looks as well as plays. VIS's 3D engine is more sophisticated than most, as we aren't dealing with polygons. To create a living, breathing cartoon world without it looking too computer-generated, you need to have proper, three dimensional faces – something that just isn't possible with polygons. VIS believes the most realistic and flexible system at the moment is one that uses a hybrid polygon/voxel technology. It would be too processor-intensive to create an entire world of voxels, so we've created a system that combines a high level of polygons with as much voxel detail as necessary. As such, we've got brilliant characters – with a higher level of detail than most other 3D games – moving quickly and smoothly across a very lush cartoon world. It looks great, really.

T64: Apart from the obvious differences in the playing worlds, how does this game differ from previous *EWJ* titles?

KIRK EWING: The improvements we've made are not just visual. For example, in previous games, you started on level one and went through to the end. In *Jim 3* you can pretty much tackle the game in



PYSCROW

A criminal mastermind from space

BOVINE SPECIAL ELITE

Mad cows with guns



▲ The developers have done a good job of retaining the 'cartoon look' of the original *Earthworm Jim* games



▲ It just goes to show how flexible the game engine is - it can handle the added speed of the flying and driving sections



is best described as a 3D pixel) which succeeds in bringing a cartoon world into three dimensions. It allows the programmers to give the characters true 3D faces, for example, something

which would take up too much processing power if you did it purely with polygons. Without the retention of this cool graphical style, *Earthworm Jim* just would not be the same game.

The main thing that sets this game apart from the likes of *Mario 64* (apart from the graphics and humour) are the sub-games that are placed throughout the levels. You may remember that in the SNES games, many levels were not based purely on platform jumping, instead emphasis was also placed on arcade style sections. For example,

the first game had Jim riding on a rocket bike, chasing Pscrow through an asteroid belt (in sort of 3D) and this idea has been retained in the N64 version. Instead of being complete levels, however, the sub-games will be very much part of the level that you're on and it will be necessary to

complete them to get to a new, undiscovered bit of the level.

A good example of this is the Athleticism area, where

Jim gets to compete in his very own sports day. Events like 100m Sprint, Skeet Shooting (with a rocket launcher, of course) and Girl Hurling (just like javelin but with small girls) will bring variety to the gameplay.



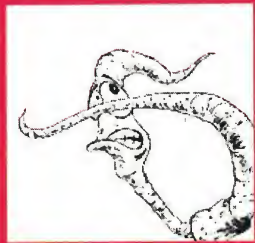
Statues

Each of the statues represents a different area of Jim's mind and therefore a different level of the game. The areas will be themed accordingly. For example, in the Childhood area, Jim will spend a lot of time back at school and will encounter his Mother



AGGRESSION

This is Jim's ugly side, which is necessary to defeat all those super-villains. This section takes place on a battlefield



FEAR

As the player approaches this area it becomes darker and darker until you can't see a thing. This is a haunting stage where all of Jim's fears come to life



DREAMS

This takes place high up in the clouds - a lot of bizarre things will happen here, just like dreams!



CHILDHOOD

There are lots of references to Jim's school life here and he will have to pass many examinations to succeed



On Location

The levels of *Earthworm Jim 3D* directly relate to the part of mind that he is currently trying to fix. The army assault course level, for example, is all about Jim's aggression. There are nine areas in total, here are just a few examples...



SHOWER

Part of Jim's Lust level is this shower from a cheap motel!



LAB

Part of Jim's childhood is centred around here



BOWLING ALLEY

Part of the Athletic level



IN THE ARMY

A barren wasteland with charred bits of tanks lying around




FEAR

This is where all of *Earthworm Jim's* fears come to life



The main thing that sets this game apart from the likes of *Mario 64* (apart from the graphics and humour) are the sub-games that are placed throughout the levels

As mentioned before, the object of the game is to locate and 'persuade' the supporting characters to come and help you. This won't be all that easy when you realise that most of them are Jim's most hated enemies! Almost all of the 'good old gang' have returned: Doctor Monkey-for-a-head, Pscrow and Evil the Cat, and there are some new bad guys as well: notably the Bovine Special Forces (cows with guns) and Disco Zombie, who's a sort of undead John Travolta/Elvis type character. You'll usually have to beat them in a 'boss defeating' scenario for them to join your gang.

It looks like *Earthworm Jim 3D* will be a most welcome addition to the ever expanding world of Nintendo 64 and will bring an all-important British sense of humour to the console. The game aims to be entertaining more than anything else and, judging by what we've seen so far, it certainly looks like it will fulfil its promise. What do we think about having *Earthworm Jim* on the Nintendo 64? Groovy! 



the order you like, coming back to bits you couldn't finish at the first attempt. And just as the first two games did in their fields, so *Jim 3* will push back the boundaries of 3D gaming.

T64: The original *EWJ* games are 2D platformers. How did you go about transforming this into a 3D world?

KIRK EWING: Working in 3D has given us much larger scope for experimenting with fresh gameplay ideas. Take the pocket rocket, for example – an element of the *Jim* games that everyone loves, yet we felt would clearly benefit from an added dimension. So now Jim has free reign to fly wherever he likes within the game during these sections. Yet although the game is in 3D, there are sections that still look and play as if they are in 2D. Our game engine allows us to position the camera wherever we like, so if the action calls for it we'll place it side-on, like the previous games.

T64: Not another desperate-looking *Crash* or *Pandemonium* then?

KIRK EWING: We've created a totally free-flowing 3D world that allows us to present any kind of perspective. But as I've said before, we don't actually allow the user to control the camera himself, as there are certain sections in the game that require specific camera views. It's a bit like *Tomb Raider* in that respect. Only without the triangular breasts.

T64: And was it important to keep the look of this game similar to the original?

KIRK EWING: Yes. There are very strict guidelines for how Jim should look, the way he should act, etc. He has never been done in 3D before, so it was difficult to add a new dimension whilst keeping him as recognisable and full of character as before. We think we've done a damn good job, as the screenshots show.

T64: Has the humour from the original been retained?

KIRK EWING: *EWJ3D* is a funny game.

T64: Name your favourite moment from the game?

KIRK EWING: That's like asking us to pick our favourite child. This isn't Sophie's Choice.

T64: What are the team's favourite games at the moment?

KIRK EWING: We're very into *FFVII* – quite possibly the best game ever written. We're also playing a lot of *Goldeneye*. And *MDK*. And *Aladdin*. And *Cool Spot*. And *Earthworm Jim*.


T64: Did any of them provide inspiration of any sort?

KIRK EWING: No.

T64: If you could have been responsible for any game in recent times, which would it have been?

KIRK EWING: *Goldeneye*. Deffo.

T64: What next?

KIRK EWING: The VIS philosophy is simple: we will only start a game if there's something unique we can do with it. For us, there's simply no need to pump out clone after clone – there are far too many developers doing that already. We're currently looking at three or four new game ideas, each within an established genre, yet each sufficiently different to interest us. We're pretty confident that we can turn our hand to any genre and do a brilliant job. What you won't be seeing from us in the future is a *C&C* clone with nothing to offer apart from the fact it's a *C&C* clone, or a *Tomb Raider* clone featuring another spectacularly-proportioned central character. If we did a racing game, you could bet your life it would be like no other you'd seen before. 



Things really have changed quite dramatically since former days, when people went up mountains, clad with woolly hats and bearing two sticks and a set of skis. For one thing, skiing is no longer deemed 'cool' – the old idea of having a set course lying ready for you has really lost its appeal, when compared to the freedom inherent in snowboarding. The culture surrounding the sport has carried over many of its ideas from the world of skateboarding – including moves, clothes and, of course, the

1080° Snowboard

Just the rumour of a new snowboarding game coming to our console was enough to get us interested but when we found out that *1080° Snowboarding* was being developed by the same team that made *Wave Race*, we were really anticipating something special





▲ Hoverboards are all the rage here

participants' unceasing search for the ultimate legal high.

Since snowboarding became more widely popular, it has developed even further and the once obscure fashions

Coolboarders 2. Up until now however, the Nintendo 64 has only had the cute charm of *Snowbo Kids* and as a rival to *Coolboarders* it didn't offer that much – cue *1080° Snowboarding*.

Snow what I mean?

The first thing you'll notice about *1080°* are the beautiful graphics. The snow looks like real, wind-driven drifts of snow, rather than chunks of white corrugated cardboard and the cloud of

The snow looks like real, wind-driven snow, rather than chunks of white corrugated cardboard

associated with it have now become commonplace in high street stores. Snowboarding has even gone as far as to influence music and slang. With the revolution from the mountains to the high street at full stretch, it was only a matter of time before the epidemic spread to the console market: and so *Coolboarders* was born on the PlayStation – followed by its sequel and better,

displaced snow when you corner is the best we've seen anywhere. The riders even look like real riders too: they lean and 'scutch' down realistically, and the way they shift their weight around on the board is evident. The backgrounds are also very well presented and tidily put together, with different sections sporting suitable backdrops for that particular run's location.

The riders



ADAM MERMEN

The last of the selectable characters and one of the best all-rounders, making him the choice for beginners



AKARI HAGAMI

The first female in the game, she is a good player to use when you start learning tricks



KENSUKI KIMACHE

Japanese by nationality, Kensuki used to be a skiboader but has now turned his attentions to snowboarding. Tricks are his thing



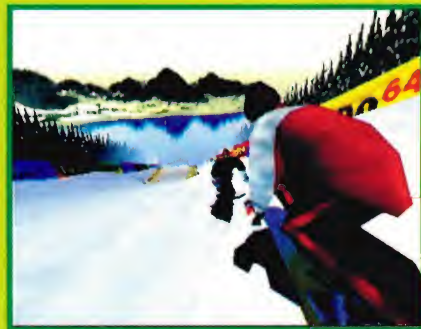
MEGAN PICHKE

Originally from Australia, Megan is now out in the mountains making the most of the snow. The best of the two girls

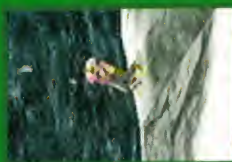


STEVIE ALTERS

A strong racer from America. Great for fast times but hasn't really got the stability for the tricks



Those that have gone before



COOL BOARDERS

A PlayStation offering with crude polygon animation on poor backgrounds. This title was the first to break away from the conventions of winter sports games, but is frankly a bit tatty around the edges



COOL BOARDERS 2

The sequel to the first includes more courses and players. However, it still looks like a four year old has glued white corrugated cardboard together to make the backgrounds



SNOWBO KIDS

The Nintendo 64's first snowboarding game offered cute racing rather than a decent simulation of the sport.

Mario Kart on snow

As well as cool backdrops and smart boards, Nintendo has seen fit to add many little details to *1080°* to help make it into a masterpiece. For example, even the lens flare effect, overused in other titles, doesn't look out of place and in fact adds to the overall illusion of real snowboarding. The boards that the riders use are highly realistic as well, despite the lack of an official board manufacturer's license.

In an attempt to take snowboarding games to new heights Nintendo have seen fit (and quite rightly so) to add stealth missions – essentially night courses – which are very impressive. Due to the limited visual range, you really have to concentrate on the course ahead, which barely gives you enough time to notice the gorgeous night-time

views around you – the best yet seen in a snowboarding game. Amazingly, despite all of these graphical delights, there's very little glitching and pop up is kept to an absolute minimum.

Ride the Whitening

When you first take to the snow covered courses your initial good impressions will immediately be confirmed. Once you've chosen your preferred snowboarder, it's time to get out there and catch some serious air – and you'll do just that on the way down your chosen course. You really get the feeling of hurtling down a large slope, as the scenery passes smoothly by. More importantly, the courses also have a lot of interactive parts, allowing the rider to jump up and pull off some rude moves.

It would seem that Nintendo are definitely trying to get away from the usual linear, one track, one way, one race feel of other snowboarding titles, giving the boarder the opportunity to go off the beaten snow and into less used areas, where there are many more obstacles to be found. This allows for a greater degree of variation in gameplay and because these off-course areas are less used, they're also less compact, which actually affects the speed and handling of your board. Other winter sports effects have also been included, such as the sudden ice patches and chunks of rock that upset your run.

One option that snowboarding games have lacked, is the choice to ride Goofy or Standard. However, at the start of any game in *1080°* you are asked which stance you would prefer

– oh, how such little things please us here at TOTAL 64! But the options don't stop there, oh no. Before you've even started the race you must first pick a rider and they are indeed different, each having their strong points and, inevitably, their weak points as well.

Your decision is aided by a brief run-down of their abilities, including such things as strength, balance, speed and handling and their sex. Currently there are five riders to choose from and, knowing Nintendo, there will be some hidden characters too. They range from your average everyday snowboarder to a Board-bunny and of course, Mr. Cool Snowboarding (to the extreme, dude).

Once you have a snowboarder, you'll need something for them to ride on and again, the options here are not sparse – *1080°* offers boards for almost every occasion. Add to this the range of camera angles, the selection of tracks and the stealth missions and you have more than enough options to play with.

There are two kinds of race on the tracks – freestyle and time trial. In freestyle the objective is to make as many rad moves as is humanly possible on the track, within a given time limit. There is a vast array of jumps, tricks, grabs, flips and spins that can be performed – as you would expect from a game called *1080° Snowboarding*. Then there is time trial; the aim here is simply to get from the top of the mountain to the bottom in the quickest possible time.

The team who were set the task of putting this amazing game together are the same team that gave us the much acclaimed *Wave Race*, a heritage which shines throughout *1080° Snowboarding*. The slick styling of *Wave Race 64* has carried over to this new title, producing a captivating and inspiring game which will have gamers keen for more. With a split screen two player option as the icing on the cake, *1080° Snowboarding* is truly destined to be great. **64**



▲ How to grab your board in public and get away with it. Huh, Huh



▲ Après-snowboard back at the chalet

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Everything you know about the N64

is wrong

Approximately one year ago, the N64 first hit UK shelves and to celebrate this momentous occasion, we've decided to show our love for the machine that has changed our lives forever!

Judging by the amount of letters we receive on the subject of 'what on earth does that mean?', it seems pretty clear that you guys would like us to explain some of the phrases we use in our reviews. Here is a history of the machine and a look at what the future holds for us N64 owners. You'll also find a handy list of companies with contact numbers and all sorts of useful and useless information about the machine we love the most. So here it is, the definitive guide to everything Nintendo!

The most powerful games console on Earth: a brief history of the N64

On August 23rd 1993, Silicon Graphics and Nintendo together made an announcement to the world that would change the face of videogames forever. The announcement was that the two electronics giants would be working together to build the world's most powerful games machine. Jim Clark, founder of SG, made this statement about Project Reality (as the project was initially called), "Project Reality would harness the combined computer power of hundreds of PCs". Many people were sceptical that such a machine could be made and sell for the targeted \$250 price range.

Silicon Graphics went on to design two chips that would be at the heart of the system: the R4300i processor and the new Reality

CoProcessor (RCP). The R4300i chip would handle the interaction with the player and the RCP chip would be responsible for all the graphics and sound.

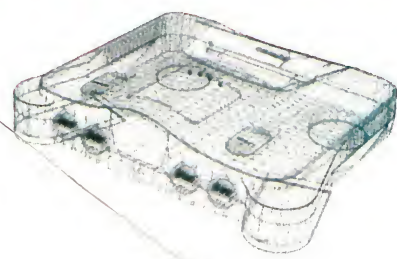
In March 1994 two companies, Williams and Rare (the latter comparatively unknown at the time) signed with Nintendo to become the first two members of the famous 'Dream Team'. Rare's brief would be to produce arcade games based on the Project Reality technology and market them through Williams, the US arcade giants. The first games were to be *Killer Instinct* and *Cruis'n USA* and were designed to give gamers a sample of what they could expect to see on the N64 when it was finally released.

In mid-1994 Nintendo announced that Project Reality would in fact be cartridge based – an announcement that shocked the videogames world. Many people within the industry (including software developers) saw CDs as the format of the future. Nintendo's official explanation was that "we don't believe that, as yet, the public has been convinced CDs can deliver the sort of games that they want... we will make a move when CDs fulfill one of two criteria: Either we can deliver a drive at the right price which plays games at the right speed, or there is a demand for products that simply don't require speed." Of course, this is not the whole story.

By opting for a machine which didn't use a CD-ROM drive, Nintendo cut the cost of each machine by about \$100. Using a more simple machine (fewer parts and a smaller casing) cut costs even more



ever wanted to N64... but were to ask!



and enabled Nintendo to offset the high cost of the Silicon Graphics designed chips; they could now compete with both Sega and Sony in terms of price. Also, choosing to use cartridges meant that people would then have to go through Nintendo to market games – all cartridges used by third party developers are purchased directly from Nintendo so, in effect, they keep control of everything released on the machine and make a bit more profit as well.

By early 1995, the chips were ready to go into production. This was done by electronics giant NEC, the chips in the N64 were the first mass-produced microchips to be manufactured using .35 micron semiconductor technology.

By the Autumn of 1995, the Nintendo 64 was no longer just a set of chips, it was a working, functioning machine and was ready to be shown to the world. This was first done at the 1995 Shoshinkai and then at the E3 show the following year. As you can probably imagine, the reaction of the press was unbelievable: even the mainstream Time Magazine joined the party. In a two page article devoted to the Nintendo 64 in the May 20 edition, Time's Michael Krantz said, "What matters is that the Silicon Graphics chip-fueled Nintendo 64 puts the fastest, smoothest game action yet attainable via

joystick at the service of

equally virtuoso motion." The undeniable power and thus potential of the N64 meant that videogame consoles would no longer be a minority pursuit – this was their first crossover into the mainstream entertainment market.

After many delays the Nintendo 64 finally shipped to stores, on June 23rd 1996 in Japan and September 30th in the US. In Japan, gamers went crazy and bought more than 300,000 N64s on the first day of release – that's more than the Saturn and PlayStation first day sales combined. There were similar scenes in the US, traditionally a Nintendo stronghold (kids in America don't play 'videogames', they play 'Nintendo'). European gamers had to wait another six months to get their hands on a PAL machine but by then the N64's reputation was well established and the machine sold out in a matter of hours – thanks to one game, the superlative *Super Mario 64*.

So what has happened since? Well, sales of the N64 in Japan have slumped – there are fewer than 500,000 machines in Japan, compared to Sony's 9,000,000 PlayStations. The reasons for this? Well, many believe it to be down to the fact that there is only one RPG available on the N64, *Ganbare Goemon 64* and the PlayStation has plenty – most notably

Final Fantasy VII which was ▶



N64 Specifications

Main CPU

64-bit (MIPS RCPSC 93.75MHz) Central Processing Unit, customised R4300i series

Memory

36Mbit (4.5MB) Rambus DRAM, 500MHz system event speed
32bit RGBA frame buffer

Memory Bandwidth

9bit bus (8bit + parity), so peak data rate is 500MB/sec

Graphics/Sound Coprocessor

Reality Immersion (RCP) Coprocessor
64bit 62.5MHz custom MIPS ASIC vector processor

Currently Supported Output Resolutions

256x224
646x486 (NTSC)
768x576 (PAL). Flicker free interlace mode supported
21 bit colour video output

RCP Graphics Hardware Functions

Z buffering
texture mapping
Gouraud shading
anti-aliasing
trilinear mip-map interpolation (TLMMI)
perspective correction
environment mapping
depth cueing (fog, mist)
alpha (transparency) effects
load management
spotlights and directional lights
specular reflection

Dimensions and

Weight

1.1Kg (2.42lb);
260mm (W) x 73mm
(H) x 190mm (D) 10.23"
x 2.87" x 7.48"



produced by Square – traditionally Nintendo's great ally. Expect things to change when *Zelda* and the 64DD are released.

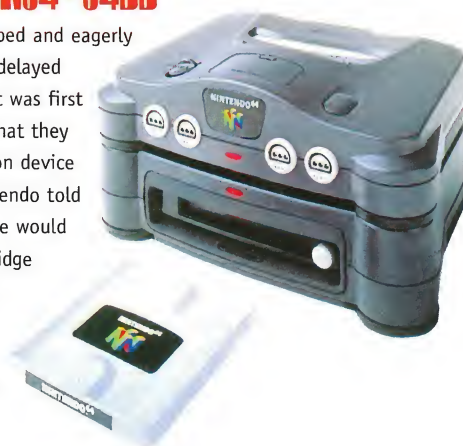
In the US, the N64 has overtaken the PlayStation as the USA's favourite games console and Nintendo now have a 60% market share as well as five games that have sold more than a million copies (the PlayStation has only one – *Final Fantasy VII*). Indeed, the overseas market has proved to be the saving grace of Nintendo.

The future of the N64 is synonymous with the future of video games themselves. With the imminent release of the 64DD add-on things are about to get very exciting – the device promises to revolutionise the market. Expect to see many new innovations and cutting edge games on an N64 near you soon.

Sixty Four Day Dreaming:

the future of the N64 – 64DD

The 64DD: this hugely hyped and eagerly awaited device has been delayed many, many times since it was first announced by Nintendo that they were working on an add-on device for the N64 in 1995. Nintendo told us that this new disk drive would supplement existing cartridge games, offering 'limitless possibilities' due to the huge storage space and also provide manufacturers with a cheaper format to produce.



So what has happened in the two years since that announcement was made? Well, not a lot, actually. Journalists have spent an enormous amount of time trying to unearth the specific details of the machine – something which Nintendo have been loath to reveal. And until the recent Nintendo Space World there was very little known about the machine that will supposedly take Nintendo into the next millennium.

The 64DD is a 64 megabyte disk drive that sits underneath your N64 (connected via the EXT port on the base) and uses 4" magnetic disks. It's basically a very powerful and chunky floppy disk.



the world's greatest videogame designer. These include: *Mario Bros*, the *Mario* and *Super Mario World* Series (and *Super Mario 64*), *Pilotwings 2*, *F-Zero*, *Metroid*, *Super Mario Kart* and the *Legend of Zelda* series. Without Miyamoto at



Howard Lincoln

The chairman of Nintendo of America since 1985, Howard Lincoln began working with Nintendo as one of their legal representatives. He was hired as senior vice president while defending Nintendo in the

Nintendo's lawsuit against Sega, the Ultra Hand (one of those plastic arm extension things). He then went on to design both the Game and Watch, the Gameboy and the Virtual Boy. He finally resigned in 1996 after 26 years of service as one Nintendo's finest ever all round inventors.



Its first advantage is that it will allow developers to utilise both cartridges and disks at the same time. A good use for this is being able to release updates for a cartridge game, on a disk. For example, if Konami release an update of the superb *ISS 64*, then it is quite possible for them to release update disks that will provide new and up-to-date team information, new leagues and even improved graphics. This could also be true for RPGs, but here developers could release new 'chapters' for the game or even new characters. The possibilities really are limitless. This idea

of 'updating' games is exactly what Nintendo intend to do with *F-Zero X*. The game will be released first on cartridge, then a few months later Nintendo will release an add-on disk which will contain extra levels, a track designer and a vehicle designer. The idea is that the cartridge contains all the data which takes care of computer AI and the physics of the game, and the disk holds all of the information about vehicles and tracks. Obviously, this feature will give developers the potential to extend the size and replay value of games indefinitely – all of which brings us nicely onto ►



wonderful *Mario* is
attention to detail that surpasses
anything that has gone before, *Mario*
is possibly the best videogame ever made.

Terminology

AI

Stands for Artificial Intelligence. Although the term suggests that there is an artificial mind inside the computer, thinking for itself and making decisions, in videogames it refers to the illusion of intelligence. The computer is actually following a preset list of commands that have been installed by the programmer. Basically, this is a term used by videogame journalists to describe how 'clever' the bad guys appear.

First Person

Games which are seen through the eyes of the character you are playing are referred to as First Person.

Third Person

When you can see the game character from the side or from behind, the game is referred to as Third Person. *Yoshi's Story* is an example of this.

Motion Capture

A technique whereby developers are able to accurately record (in three dimensions) the movement of the human body. The result of this is more realistic animation in games such as *ISS*.

RPG

Stands for Role Playing Game. Usually Japanese in origin, these are games which combine story telling, adventure and fighting in one genre. *Zelda* is an example of a RPG.

CPU

This stands for Central Processing Unit – this is the chip inside the N64 that does all the maths and allows the machine to draw graphics, play sounds and do all the other stuff that makes up your games.

Polygon

The name given to the geometric shapes that 3D objects and worlds are made up of. You'll find these in most N64 games and in fact, in any game that involves a 3D environment. The 3D processing is handled by the N64's RCP chip.



the, .
mapped onto a single square polygon.

Environment Mapping

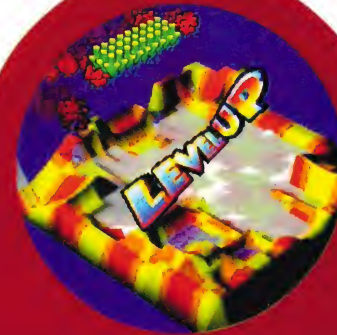
Quite simply this is when texture mapped polygons are given a reflective surface and reflect the environment around them – something that the PlayStation and Saturn are unable to do. For a good example look at metal Mario in *SM64*, or at the metallic surfaces in *Blast Corps*.

Megabits / Mbits

This term is a measurement of how much data, or information, is on an N64 cartridge.

FPS

Frames Per Second refers to how many times (per second) the N64's main processor redraws an image on the screen. This is not a standard by any means and depends greatly on the game information that has to be processed by the CPU. To the human eye, a frame rate of 24 fps is enough to give the



NTSC/PAL

These are the two main television standards in the world – NTSC games run on US and Japanese TVs, PAL is the standard for the UK and most of Europe. NTSC has a lower resolution than PAL but has a higher frame rate. Consequently, when bad conversions of NTSC games are made for the European market we get borders at the top and bottom of the screen and there is about 15% slowdown on the frame rate (which is how the lower resolution of the NTSC is displayed on a PAL TV). Fortunately, Nintendo have implemented a new system whereby all conversions to PAL are optimised and are full screen and full speed.

Sprites

These are two dimensional graphics, usually seen in 2D platformers such as *Mischief Makers* and *Yoshi's Story*. The enemy characters in *Doom 64* and *Duke Nukem 64* are also sprites.

Peripherals

Some of the exciting peripherals that will be available on the N64 in the near future will bring you, the player, closer to the game world. Only with the N64 will you be able to put your picture onto the face of the main character in a game or talk directly to a virtual pet.



64 GAMEBOY PAK

Will allow you to use data from Gameboy games on the N64



CAPTURE CARTRIDGE

Plug in a VCR, capture an image and put it in a game!



MOUSE

Just like the SNES mouse, this will be a welcome addition



MICROPHONE HEADSET

This will enable you to talk directly to your cyber pets



RUMBLE PAK

Vibrates according to the level of on-screen action



Luigi

DEBUT: *Mario Bros* (1983, Arca)

N64: *Mario Kart 64*

Okay, no one wants to be Luigi. He's always 'player two' and no one wants to be number two. He's always the brother's shadow and is likely to step out into the limelight – since the only ever appeared in someone behind the like Luigi...

Wario

DEBUT: *Super Mario Land 2* (1992, Gameboy)

Mario Kart 64

Wario (and we like the evil version of Mario becomes Wario – clever, huh? You tell he's evil because he wears a lot of yellow and his moustache is all twisted and evil.

Link

DEBUT: *The Legend of Zelda* (1987, NES)

N64: *Legend of Zelda: Ocarina of Time*

Miyamoto's elf hero who, ever since his early childhood, has been on a quest to rescue Princess Zelda.



Fox McCloud

DEBUT: *StarFox/Starwing* (1993, Super NES)

N64: *StarFox 64/Lylat Wars*

Hero from a parallel universe, Fox McCloud and his band of freedom fighters are always ready to save the universe.

the next great thing about the 64DD – the writable storage space. Each 64DD disk will have between one and thirty two megabytes of writable space on it. So, your custom designed tracks on *F-Zero X*, for example, will be stored there. This is the big advantage that the 64DD has over CD-ROMS (ROM stands for Read Only Memory) and it will have other uses as well. Imagine playing an RPG where you are walking through snow and you get lost. What do you do? Well, you could retrace your footprints – the 64DD will be able to record this sort of thing, CD cannot. Imagine killing some bad guys and then coming back days later to find their bodies rotting and flies buzzing around. This last feature will also be possible because of the 64DD's internal clock. Once set, this clock will continue to tick even after the 64DD itself is switched off. This allows for real time games. If you are in the middle of an

RPG and you turn on your Nintendo at

say, 6PM, then it's quite

possible that the

sun will

just be setting as it is in the sky outside your window. Another thing is that if you don't play your RPG for a week, then 'life' inside the game will continue without you. Whole new villages could be built, forests burned down or divorce proceedings started!

At the Nintendo Space World this year it became apparent that the 64DD would not just be used as a games machine. Instead, Nintendo seem to have multimedia aspirations for their disk drive. A special 'capture cartridge' will be released, which will allow you to directly input video and sound into the 64DD. This will be most apparent in the *Mario Artist* titles, where you will be able use inputted data in the applications. Another launch title,

the RPG *Earthbound 64*

(aka *Mother 3*)

will also ▶





utilise this device and allow you to map your own face, and the faces of your friends, onto the characters in the game. Just imagine being the star of a game!




There is still a certain amount of mystery surrounding one aspect of the 64DD and that is the inclusion of a modem. Although it has not been officially confirmed, Nintendo's Chairman Satoru Iwano's pre-E3 press conference there would be a modem. If concerned, there will (be a modem). There is a modem for the 64DD, but will it will it come built in? We don't know. Nintendo are likely to confuse the public, a modem will be included as part of the the advantage of a modem?', I hear you will allow the sort of online games that PC world already enjoy. Now that would be cool. is that it takes quite a powerful (fast) modem and the faster the modem, the more it costs. e costs down, it is more likely that the download game demos and extra levels vice. A service which is already in plan.

your grubby little hands on. It will be released in Japan. The release date has been set for this delay – the hardware side of the 64DD has been ready for quite some time now.

The US release date is still shrouded in much secrecy, but industry rumours point to a showing at the E3 show in July and a release sometime in September. Either way,

it looks like Europe will have to wait until Christmas 1998 or even the Spring of 1999. Doh!

When the machine is finally released – and you can be sure that the 64DD will get a worldwide release – the games on offer will be the three *Mario Artist* titles (*Mario Paint*, *Talent Maker* and *Polygon Maker*) *Earthbound 64*, *Sim City 64* and several *Pocket Monster* games. We wait with baited breath! 



The Companies

Acclaim

An American company since 1989

Many who have been producing games on the N64 with *Extreme G*, *NFL* and current house Probe and current US



Rare

Started off life writing...

...from under the name

Ultimate: Play the Game. Produced the classic titles *Knight Lore*, *Jet Pac* and *Atic Atak* and many more. They were acquired by Nintendo in 1990 and their first game for Nintendo was the famous *Donkey Kong Country* on the SNES. Since then Rare have gone from strength to strength as one of the N64's Dream Team, rivalling NCL as the best producer of games on the system.

GAMES TO DATE: *Blast Corps*, *Diddy Kong Racing*

FUTURE RELEASES: *Banjo-Kazooie*, *Conker's Quest*, another James Bond game, *Donkey Kong Country 64*

INTERNET: www.rare.co.uk



DMA

Another Dream Team developer, DMA were founded by David Jones on the back of his success with *Lemmings*. They've since grown to be one of the most respected software developers in the world, with a reputation for highly innovative and creative titles.

GAMES TO DATE: None

FUTURE RELEASES: *Silicon Valley*, *Body Harvest*

INTERNET: www.dma-design.com



Electronic Arts

Best known for producing some of the best sports games on any format, EA also release many other kinds of games. Now that they have recently acquired Bullfrog, we might well see some innovative software on the N64.

GAMES TO DATE: *FIFA 64*, *FIFA: RTWC '98*, *Madden 64*

FUTURE RELEASES: Unknown

INTERNET: www.ea.com



Capcom

The company that is best known for its *Street Fighter* games in both the arcade and on home consoles, has been a bit quiet on the N64 front. The company recently showed that it doesn't just depend on sequels, they could also make original games as well, with *Resident Evil* on the PlayStation and Saturn. Let's hope that they do something similar on the N64.

CAPCOM

GAMES TO DATE: None

FUTURE RELEASES: *Street Fighter*, a *Megaman* game, *Ghouls and Ghosts 64*

INTERNET: www.capcom.com

Ocean

Ocean have been around since the glory days of 8-bit home computing, producing many of that era's classic games. Now, as one of the world's biggest publishers, they have a prominent position in the Nintendo market. As well as their own titles, they also publish Imagineer's games in the US and UK.

GAMES TO DATE: *MRC*, *Fighters Destiny*, *Chameleon Twist*

FUTURE RELEASES: *Mission Impossible*, *Wetrix*, *Jest*,

UEFA Soccer, *Sim City 2000* (Imagineer), *Snowspeeder*, *V-Rally '98*

INTERNET: Ocean: www.ocean.co.uk

Imagineer: www.imagineer.co.jp



THE Games

The distributors for all Nintendo titles in the UK and Europe, replaced the now defunct Nintendo of Europe. These are the guys you should talk to if you have any queries about official Nintendo products.

GAMES TO DATE: All Nintendo games

FUTURE RELEASES: All future Nintendo games

INTERNET: None

THE Games

Konami

Konami have a reputation for producing titles that are on a par with those at NCL. Ever since their early days in the arcade market, they have been at the forefront of gaming technology and have kept this high standard when developing for the home market. Responsible for classics such as the *ISS* game, the *Castlevania* series and the *Mystical Ninja* games. Their future N64 line-up is mouthwatering, to say the least.

GAMES TO DATE: *ISS 64*, *Legend of the Mystical Ninja 64*, *Nagano Winter Olympics '98*

FUTURE RELEASES: *GASP*, *ISS Pro 2*, *NBA in the Zone '98*, *Castlevania 64*, *Hybrid Heaven*

INTERNET: (USA) www.konami.com

(Japan) www.konami.co.jp



Midway/GT

Two companies which have many strong ties. Midway are giants of the US arcades and convert a lot of their own games to the home formats. GT handle the publishing of all Midway titles in Europe but also publish their own software.

GAMES TO DATE: *San Francisco Rush*, *NBA Hangtime*, *Wayne Gretzky's 3D Hockey*, *MK Mythologies: Sub Zero*

FUTURE RELEASES: *Olympic Hockey*,

Twisted Edge Snowboarding, *Bio Freaks*, *MK 4*, *Robotron 64*

INTERNET: (GT) www.gtinteractive.com

(Midway) www.midway.com



Squaresoft

Worth a mention just because of their old ties with Nintendo. Square were outraged to hear that the N64 would be cartridge based and not CD-ROM so they changed forces and became allies with Sony. They were responsible for some of the best selling software in history when they worked on the SNES. Their allegiance with Sony has undoubtedly harmed Nintendo's standing in Japan.

GAMES TO DATE: None

FUTURE RELEASES: None

INTERNET: (USA) www.squaresoft.com

(Japan) www.square.co.jp



Nintendo Co. Ltd.

This is the Japanese arm and founding company of Nintendo. Founded by Fasajiro Yamauchi in 1889 and now run by Hiroshi Yamauchi, Nintendo has become one of the largest corporations in Japan and is hugely responsible for the current videogames boom. Responsible for many of the most significant formats over the last twenty years: Game and Watch, Gameboy, NES, SNES and the N64.

GAMES TO DATE: All Nintendo games

FUTURE RELEASES: All future Nintendo games

INTERNET: www.nintendo.co.jp



Nintendo of America

The American arm of the Nintendo corporation, headed by Howard Lincoln.

GAMES TO DATE: All Nintendo games

FUTURE RELEASES: All future Nintendo games

INTERNET: www.nintendo.com





***The Fastest,
Most Powerful
Games Console
on Earth
Finally Meets
its Match!
Coming Soon!***

**64 Game Buster delivers 132
pages of Cheats, Tips and
Solutions for every N64
game ever released!**



Victory is in the palm of your hand!



TOTAL 64- The Truth

At some point everybody has had the unfortunate and unpleasant experience of buying a duff game, maybe because of a recommendation from a lesser magazine. This is the section of TOTAL 64 dedicated to separating the good from the bad, the wheat from the chaff and the beautiful from the ugly.

We have also included a 'Lastability' score for the reviews (use it as a rough guide, because we obviously can't play the games for months on end, although games like *Wheel of Fortune* don't really need us to!) which should be invaluable in helping you make the right choice.

Picks of the Bunch

With *Fighters Destiny* sitting proudly in our laps this month, you'll notice something of a change in the chart proceedings. Also 'in our slots' this month is *WCW vs nWo*, which has been responsible for many a four-player late night session!



Dave '100% Unofficial' Perry

(-) 1. *Fighters Destiny*
(-) 2. *Magano Olympics*
(-) 3. *FIFA: RTWC 98*
(-) 4. *Duke Nukem*
(-) 5. *WCW vs nWo*
Butt Kisser:
MK Mythologies



Nick 'Mystic Reindeer' Jones

(N) 1. *Yoshi's Story*
(N) 2. *Fighters Destiny*
(N) 3. *Goldeneye*
(N) 4. *WCW vs nWo*
(N) 5. *Quake 64*
Cowbell:
Wheel of Fortune



Richard 'Close Encounter' Forsythe

(-) 1. *Extreme G*
(-) 2. *Mario 64*
(-) 3. *Goldeneye*
(-) 4. *Fighters Destiny*
(-) 5. *DK Racing*
Alien Abduction:
MK Mythologies



Ant 'Cheese-mongers Fish' Grace

(-) 1. *Yoshi's Story*
(N) 2. *DK Racing*
(N) 3. *Fighters Destiny*
(-) 4. *Quake 64*
(N) 5. *Goldeneye*
Stinky Nakk:
Wheel of Fortune



Asmund 'I'm From Norway' Torgersbråten

(-) 1. *Duke Nukem*
(-) 2. *Goldeneye*
(-) 3. *D.K Racing*
(-) 4. *Mario 64*
(-) 5. *Lylat Wars*
PlayStation:
MK Trilogy

91-100%

These are the cream of the crop - any N64

owner that doesn't own at least one of these hasn't yet realised the power of their own console! So if you've yet to experience the likes of *Mario 64*, *ISS Soccer 64*, *Goldeneye* or *Mario Kart 64*... Sort it out!

81-90%

Now we're getting somewhere! These games are the reason you first bought your N64: they're

playable, they look good, and you're not going to be bored of them in a few weeks. The only reason these games won't have scored higher will be because there's another similar game that we prefer, or because the title just lacks that special something that separates an extremely good game from the titles that no N64 owner should be without.

71-80%

Bit of a 'sitting on the fence' score to be honest. It's likely that games in this category

will have had us all thrashing out our opinions in a heated discussion. Differences of opinion in the team are good for our reviews, but are going to mean that some of you will like it, some of you won't.

61-70%

A game falling into this category is probably best avoided. The game might actually have some

redeeming features - or one of the reviewers may really like it - but for the most part these games are going to be an acquired taste at best. A definite game to 'try before you buy'.

41-60%

We've had a couple of games fall into this category, which hopefully none of you will

have been foolish enough to buy. These games might look nice on the box, but will have you considering suicide half an hour after you part with your hard earned cash to get them. If you do really like the look of them then check out our second opinions, but it's most likely that we'll have agreed on a score this bad.

21-40%

We hadn't expected a game to come into this category at all, but sadly some have reached

this low. Previous low scoring games, such as *St. Andrews Golf* and *Cruis'n USA*, haven't even reached this level, which goes to show how poor a game must be to reach such depths. Should be avoided at all costs.

0-20%

If a game this bad is ever released then stern questions will definitely need to be asked about Nintendo's

quality control. To be honest, you're unlikely to EVER see a game getting a percentage this low, although some games might slip into this category after a couple of months gathering dust in our cupboard.

LOOK!

The new TOTAL 64 award will be given to those games that have surpassed our expectations. These select few games will have to amass a score of 90% or better to achieve such an accolade.

QUALITY CONTROL
64
SURPASSED



Yoshi's

With all the fuss over *Super Mario 64*, everyone seems to have forgotten about the merits of the good old 2D platformer. Well, not Nintendo and here to prove that the genre is not dead is a lovable little dinosaur called Yoshi!

Are you sitting comfortably? Then let me tell you a story... Once upon a time, far away in Dinosaur Land, there was a very bad monster who lived in a dark castle. His name was Bow Wow (not necessarily true) and he was Bowser's pet dog. He didn't like the little dinosaurs that lived in Dino Land so one day he transformed their world into a pop-up book! Imagine that! One minute you're happily munching away on a ripe watermelon and the next you're chapter three in a Hans Christian Anderson book!

Well, I can tell you that the Yoshis weren't happy about this at all, so they set out to cleanse their

world of this evil and return it to its former, three dimensional glory. Their quest was to collect 'super happy tree fruit' on each of the

pages of the book. When they had done this they could then make their way to Bow Wow's castle and cuff him up. In a nice way, of course.

Okay, that's enough patronising for one day... or is it? You see, the reason for that little bedtime story is that

Yoshi's Story positively demands it. This game takes Nintendo's concept of 'cute games for kids' and raises it to new heights of fluffy marshmallowness – 'Ahhh, look at that little green dinosaur! Isn't he just sooo cute...'

It would be easy for me to rip into this game because of its cuteness but I won't, because the experience of playing *Yoshi's Story* has changed me into a kind and caring person. See – videogames can change the world! *Yoshi's Story* is so sweet that you just have to love it.

This all starts with the graphical look of the game. I have to say this: *Yoshi's Story* is by far and away the best looking 2D game I've ever seen. It takes the lead of *Donkey Kong Country* on the SNES and uses pre-rendered Silicon Graphics visuals, but with the power of the N64 these are light years ahead of its predecessor. Not only are



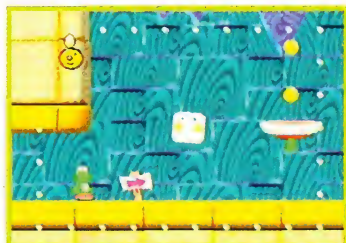
▲ To access extra levels, track down these well-hidden hearts

You would expect that a new 2D platformer would contain all the usual 'themed' worlds: forest, ice, caves and so on, and even *Yoshi's Story* is no exception but it shows great innovation in the way that they look and feel. Trees are sometimes made from cut-out cardboard, other times they appear to

I was expecting a Super Mario World for the N64 but what I got was the Fisher Price of videogames

the graphics presented in a much higher resolution and in many more colours but, thanks to the added power of the N64, the artists' imagination has run riot.

have been stitched together and resemble something similar to patchwork. The action also takes place in papier mache sewers, 'inflatable' rubber jungles and



Dave's comment

Bit of a let-down in the gameplay department this one. What a shame that a cart which everyone has waited so long for and that so many magazines have given covers to, should turn out to be little more than a colourful example of platform gaming for beginners. Still, it was great fun and impossible to play without having a wide smile on your face the whole of the time. And that music... sooo cute! Why can't the whole world be filled with little multi-coloured dinosaurs? Why must we fight? Why can't we all love each other as much as the Yoshis do? Come on, sing along...

Story



Characters in the story



BALLOON MAN

You'll find this guy – and a few variations on him – in secret locations. By standing on his head and inflating him, you'll be able to get to those out-of-reach places



FISH

If you encounter this fishy friend, don't stray too close to the water or he'll gobble you up. He's got a brother who will squirt water at you to try and knock you into the water



ELEPHANT BLOCKER

Holding a huge 'no entry' sign, this guy will try and block your progress. That is until you knock him out with a floor smash



BOW WOW

The main bad guy – responsible for turning Yoshi's home world into a pop up book. What a naughty man



BOO

A familiar character from all the other Mario platformers. He'll only attack if you are facing away from him. To get past, all you've got to do is tip toe!



DOGGIE DOG

Freeing this little puppy from his chain will help you no end. He's more than likely to lead you to some of the secret stuff scattered around Yoshi's world



WALLY WARP

There are four Wally Warps on each level and they act as save points. You can also warp from Wally to Wally by standing on his head



MERRY MONK

These guys were last seen in *Mario 2* and haven't got much smarter since then – though they've learned to throw snowballs and to run away when you're invincible!



▲ Before each level, you get to choose your favourite coloured Yoshi

the obligatory Nintendo castle – every single one a joy to behold.

This game also continues in the same vein as *Yoshi's Island* on the SNES, with its huge rotating platforms, 'sticky outy' bits and massive boss characters. Purely on an aesthetic level, *Yoshi's Story* cannot be beaten.

More cuteness can be found in the characterisation of the central character.

will walk, and giving it some full stick action makes Yoshi break out into a gallop. In essence, what we have here is an extremely intuitive control system, which makes *Yoshi's Story* a joy to play.

Yoshi's principle weapon against the bad guys is his tongue. With this he can swallow baddies and turn them into eggs. These eggs can then be fired by way of a clever targeting system.

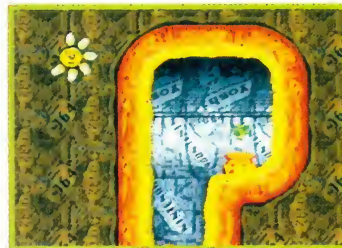
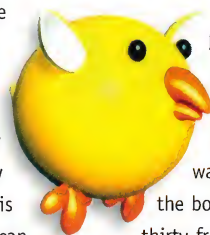
Yoshi's Story is by far and away the best looking 2D game that I have ever seen

The wonderful animation brings Yoshi to life: while running, he throws his head back, legs a-blur; standing still can trigger a variety of poses. He (or is it she?) will quite often look right out at you, shrugging his (or her) shoulders with an 'Uhhh?' and skipping and singing on the spot are not uncommon for the lovable little monkey. My favourite, though, is when Yoshi encounters an enemy and lets out an involuntary dog-like 'Grrrrr'. This game is so wonderfully childlike, I can feel the wrinkles falling off my face.

Control is via the analogue stick and works in a similar way to *Mario 64*. Move it slightly and Yoshi will tip-toe, push the stick halfway and he

By pressing and holding the trigger button, you will bring up a cross hair, which can then be moved around the screen with the analogue stick. When you are ready to fire, just release the trigger and Yoshi will let rip! Eggs can be used to kill enemies, blast holes in walls and, most importantly, burst the balloons that hold the magic fruit.

The object of *Yoshi's Story* is simple: you must make your way through each of the pages of the book, a level per page, collecting thirty fruits to complete a level. These fruits vary from bananas and grapes to apples and melons – the score and any bonuses you might receive depend greatly on the kind of fruit that you collect. The trouble is that there are



Flower power

Your energy is rather neatly represented by the number of petals on a daisy – the fewer petals you have, the less energy remains. You can regrow the petals in a variety of ways: by eating fruit, certain animals and flowers



Wow! When the flower smiles, you're invincible



Full energy for the Yosh-boy



With a few petals down, you'd better be careful



No petals! One more hit and Yoshi will be history



no incentives to seek out the special fruit, if all you receive is a high score and an invincibility heart. The days are long gone when players could take pleasure simply from seeing their high score displayed on a *Space Invaders* arcade machine – we have all come to expect so much more. Where are the secret levels that the SNES's *Yoshi's Island* had in abundance?

That question brings me on to another problem that I have with this game: its longevity. Almost unbelievably for a Nintendo game – and a *Mario*-style platformer at that – there are only 24 levels and NO secrets. But wait, there's more. You play the levels in a *Lylat Wars* fashion – on each of the pages there are a selection of levels to choose from so, in effect, you choose your route through the game. The only trouble is that there are only six pages



in the book – complete six levels and you've completed the game (sort of).

There is a certain amount of challenge here, though, as to give yourself more choices on the next turn of a page, you will need to hunt down giant red hearts. These are the keys to opening the levels and some are hidden in devilishly hard to find places. The thing is that this game is aimed at the younger end of the market or perhaps at those games players who are less experienced at platformers than we are! This is meant to be easy.

The gameplay itself is lacking in both the originality and innovation that we have come to expect from this series of games (see boxout). Almost



all of the ideas seen here were seen in *Yoshi's Island* or in the other Mario games but there is one great new idea. Instead of having a start and finish, the levels are almost completely non-linear. There are multiple routes, 'two and a half dimensional' sections where you can walk on a different plane, plus a great deal of exploring to do. With these features and the attraction of the lush graphics, you'll find it just as much fun to walk around the levels as it is to complete your objective.

Musically, this game is basically down to personal opinion – you'll either love it or hate it. Personally I found it to be both enchanting and extremely well produced. The background music varies from classical to reggae, from hip hop to lullaby and changes according to Yoshi's state of health: the healthier he is, the faster and more upbeat the music will be and vice versa.

I have to say that *Yoshi's Story* is something of a disappointment. Here I was, expecting a *Super Mario World* for the N64 and what I got was the Fisher Price of videogames. Not that that is a bad thing – if you're a nine year old. Or have never played a Mario platformer. *Yoshi's Story* is a game that's aimed at children and beginners and as such it will not offer any serious challenge to those of you who managed to find and complete the 100 plus levels in *Mario World*.

That said, *Yoshi's Story* is still a delightful little game with lush graphics, a gorgeous soundtrack and the most lovable characters you're ever likely to find outside of a Disney feature film. However, don't expect a game that has the longevity that we've come to expect from Nintendo.



▲ Today's fruit is... APPLE! Collecting this fruit will restore Yoshi's flower to max



verdict

Name:	Yoshi's Story
Publisher:	Nintendo
Developer:	In-house
Players:	1
Released:	Out Now
Game Type:	Platformer
Version:	Jap

graphics

The best 2D graphics in a game – EVER!

95

sound

Wonderfully cute soundtrack and cheeky samples

85

playability

Classic stuff, but not many new ideas

80

lastability

Surprisingly, it's short-lived but kids will love it

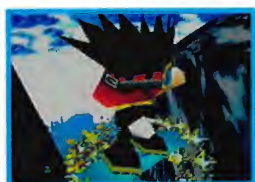
60

overall

84

Snowbow Kids

It's that time of year again, when idea-starved games companies jump on the marginal winter sport bandwagon and start churning out the usual whiter-than-white array of skiing, skating and snowboarding seasonal cash-ins. Is *Snowbow Kids* just a cutesy alternative to the imminent blizzard of simulations, or a genuine contender for downhill gold? Read on...



Dave's comment

Snowbow Kids is a simplistic serving of snowboarding action that may strike lucky and endear itself to 'back from the pub' gamers. Otherwise it's a little bit too simple for any of the more hardened Nintendo 64 gamers, that may be tempted by its commendable price point. Good fun, undemanding and best suited to younger console owners, *Snowbow Kids* is like a drunken blonde on a Saturday night – it offers just enough features to get you interested but just too little challenge to keep you playing for long.

Cute looking game characters with large heads, racing alongside each other, seem to have become a Nintendo trademark in recent years.

Already the N64 is developing a whole batch of cute games conforming to this general rule of thumb and *Snowbow Kids* is the latest to join the ranks of *Diddy Kong Racing*, *Mario Kart 64* et al, as yet another super cutesy, multiplayer racer.

That said, *Snowbow Kids* is, none too surprisingly, a snowboarding game, so the karts are replaced by the inevitable snowboards and the twisting obstacle filled tracks are replaced by steep and craggy hillsides, down which your little boarders can hurtle at breakneck speeds in an attempt to

beat the clock, beat each other and pull the most radical stunts that both gravity and player skill will allow.

The next most logical supposition would be that all the courses are, quite naturally, covered with snow. Well,

and through dinosaur parks. None of which are really activities that I'd recommend anyone trying at home – except for on your N64, of course.

There are three main sections to *Snowbow Kids*, the first of which takes

Cute characters hurtle at breakneck speeds in an attempt to beat the clock, beat each other and pull the most radical stunts that both gravity and player skill will allow

actually, no they're not. Clever bunch these *Snowbow Kids* – it seems that they can snowboard on water, over mud and even down grassy mountains

the form of a *Mario Kart*-style race championship. Players can choose from any one of five different characters, all of which possess their own stats. These

Out on the Piste

There are five main courses to race on in *Snowbow Kids*, each of which presents its own unique challenges and a variety of surfaces to master. Here are the courses in order of difficulty:



GURU GURU MOUNTAIN



BIG SNOWMAN



SUNSET ROCK



NIGHT HIGHWAY



GRASS VALLEY



DINO PARK



*ANIMAL LAND

*TRICK GAME SPECIAL COURSE

There's also a sixth course called *Animal Land*, which is only available in the Trick Game, and has been designed specifically to encourage stunt boarding

ow Kids



▲ Linda and Jam do their best to dodge the outcrops of boulders, whilst still aiming for the arrowed boxes, which contain weapons

stats will dictate how your chosen 'kid' will perform and the ease with which they can be controlled out on the slopes. Once you've decided who you want to be, the next decision you'll have to make is what board to use – there are three to choose from. Once again these all have their own pros and cons to be taken into consideration and.

In championship mode you race against the other four characters over

six, very different courses. One race will usually consist of three sorties down the mountain, broken up by a trip in the ski lift back to the top each time. This ski lift idea is obviously a rather ingenious solution to the problem that you're not racing around a track and allows the actual races to last a little bit longer.

During the races themselves the Mario Kart comparisons become most

apparent, with boarders picking up gold coins as they navigate through the courses, dodging obstructions and collecting a variety of pick-ups that can be used to hinder, slow-down and wipe out any unwary opposition. This is the section that perhaps works best as a multiplayer game, with up to four players joining in at the same time – great fun if you've just come back from the pub, er... or school, of course. The



▲ Tommy unleashes his fireball attack



▲ The ski-lift completes the circuits



▲ Stunts equal points, big nose!

Meet da Kids!

They're all ten years old and they're all real radical board kids, dude. Your decision on who you want to play can be based on the following criteria: Speed, Corner and Trick. Personally, I just go for the one that looks coolest



JAM



LINDA



NANCY



SLASH



TOMMY

Nick's comment

The title says it all really – this game is aimed at kids. For us older N64 users, the gameplay is just a little too simplistic, the characters just a little too cute and the challenge is somewhat limited but that's not to say that this isn't an enjoyable game. Similar to *Mario Kart* in many respects, it lacks too much of that game's depth to be a serious alternative. The snowboarding angle gives it a novelty value and this and the fact that this game will come in at less than £35 means that you should definitely take a look



downside though is that *Snowbow Kids* lacks any real sensation of speed, and the ski lift stop at the end of each lap only compounds this problem further.

The second main play section is broken up into three very different Skill Games – Trick Game, Speed Cross and Shoot Cross.

The Trick Game is set on one course only and consists of your character haring off down a half pipe and pulling off as many stunts, jumps and tricks as he possibly can before he reaches the bottom. Great fun, but over a bit too quickly.

Speed Cross takes place over three different courses and is pretty much a 'last one to the bottom is a sissy'-style

snowmen as you possibly can on your way down the mountainside. Of course, if you feel so inclined, there's nothing to stop you pulling off the odd stunt or two along the way as well, just to relieve the boredom, like.

The third and final main section of *Snowbow Kids* is the Downhill Speed Game. This is a breakneck race against the clock down the six original game courses, but this time only over one lap and with no opposition to get in your way. It's a test of nerve and skill and on some of the more advanced tracks – like Grass Valley or Dino Park – the pursuit of speed can result in particularly messy tumbles bruising your pride, among other things, and dropping all important seconds from your time.

The sound FX are pretty much what you would expect from a game of this type; lots of swishing noises from the board itself, as you slide from side to

multicolored ticker tape falls from the sky after a particularly successful run.

Enjoyable enough to play and fun right from the off, *Snowbow Kids* is already out in Japan and due for a UK release this March. One of a batch of new titles about to appear from Nintendo in '98 priced at the competitive figure of £34.99, *Snowbow Kids* is never likely to be a classic, for the simple fact that it's simply not deep enough to keep either experienced Nintendo heads happy, or to really interest hardcore snowboard fans. Still, for those of us who are looking for a little bit of light-hearted fun from our console every once in a while and don't want to break the bank to get it, *Snowbow Kids* represents excellent value for money. **CB**

Snowbow Kids is like a drunken blonde on a Saturday night, it offers just enough features to get you interested but just too little challenge to keep you playing for long

race against time. All along the course there are a multitude of small propeller pick-ups that, once collected, attach themselves to the back of your board to give you that little bit of all-important thrust. Until you hit an obstacle that is.

Finally, Shoot Cross is a high speed target game that has your snowboard armed to the hilt with fireballs, with which you must destroy as many

side on your way down the courses, as well as a variety of excited yelps and screams from your character as he jumps, falls and celebrates on his way towards the finishing line. The backing music is pleasant enough too, in a typically feel-good Nintendo stylee, happily plinking and plunking away unobtrusively as penguins plod around in front of the advancing boarders and



▲ These jumps are your chance to show off and they can be really breathtaking

Board Stoopid

To allow even greater player control, you can select from three different boards before attempting each game. As is usual with racing games, it really is a case of horses for courses, and what you gain in speed you often lose in manoeuvrability. It's your decision...



verdict

Name: Snowbow Kids
Publisher: Atlas
Developer: Racydym
Players: 1-4
Released: Out Now
Game Type: Snowboarding Sim
Version: Jap

graphics

Pretty much what you'd expect.

Bright, colourful, etc

sound

Typical plinky-plinky N64 music and wishy snow effects

playability

Easy to get to grips with. Maybe too easy for older gamers

lastability

Good fun but never likely to make it onto your regulars list

overall

80

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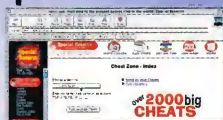
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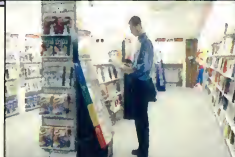
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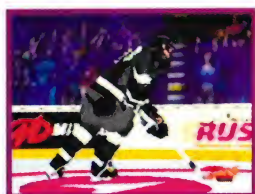
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Wayne Gretzky's 3D Hockey '98

Wayne Gretzky gets his polygon skates on for some brawly ice hockey, in the updated version of the '97 cart — but does anyone give a Flying Puck?



Although ice hockey may well thrive from the States right up to Canada and obviously has many devotees, it's not a sport that has mainstream appeal in the UK. In light of this fact, Wayne Gretzky's *Ice Hockey '98* may already have sustained an inevitable blow against its popularity and appeal.

Additionally, when it comes down to converting the thrills and spills of one of the most brawly and fast sports around, ice hockey games rarely show much initiative in terms of presentation and gameplay design. Sadly, although *Wayne Gretzky '98* does have some much appreciated glimmers of originality, ultimately it's not an exception to the rule. Still, since *Wayne Gretzky '98*



embraces the advanced power of the N64, it does have the added benefit of smooth 3D polygon players and a few extra titbits to break up the play.

The ice rink itself is mostly viewed from the stalls, as if by a member of the crowd (although there is a camera angle toggle control) but when the action breaks for any reason — such as play-offs and close up challenges — the camera zooms in close enough to see your player swaying in all his three dimensional glory, poised in anticipation to either strike the puck, or engage in a good, old-fashioned punch-up.

Gameplay is fast and frantic and the action swings from one side of the rink to another at a dizzying pace, inadvertently giving the impression that the boundaries of play are restrictive and the area is relatively small.

The main thrust of the control system is to grab and whack the ball, toggling between players and moving up the ice, passing and shooting — as in *FIFA Soccer*. As you become more and more experienced, you can make better use



of the peripheral controls and perks such as the turbo button, which lets you momentarily hurl yourself up the rink at supersonic speeds to reach the puck, cut through opposition or defend the goal.

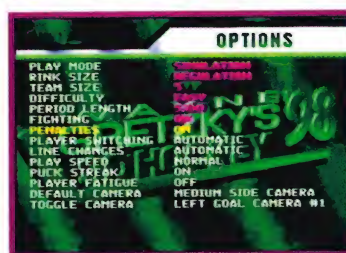
More fun still is fouling players by either tripping them up, slamming them, hooking or body checking them. This is when you can find yourself in a stand-off with the player you've just attacked and there's no way out until one of you is 'KO-ed' and lying spread-eagled and humiliated on the deck.

Arguably this sub-game is one of the more inventive and entertaining aspects of the cart. With just a little more imagination *Wayne Gretzky's Ice Hockey '98* could have contained a far more skillful mini fight sim but sadly engaging in fisticuffs is, in fact, a very straightforward matter of frantic button pushing.

As time goes on, your ears will soon be ringing with annoying tunes, grunts and the limited vocabulary the cheesy American commentator uses to

Real pleasure is to be had in two player mode, battling with someone who actually hears you swearing at them and insulting their mother

Gretzky's 3D Hockey '98



verdict

Name: Wayne Gretzky's 3D Hockey '98
 Publisher: Midway
 Developer: In-house
 Players: 1-4
 Released: Out Now
 Game Type: Sports sim
 Version: US

graphics

Adequate enough
 and always
 functional

72

sound

Atmospheric but
 also grating -
 nothing new

65

playability

Fast and furious
 pace demands
 your attention

84

stability

Ultimately not enough
 to sustain interest - two
 player mode is good

69

overall

73

Gameplay is fast and frantic and the action swings from one side of the rink to another at a dizzying pace, inadvertently giving the impression that the boundaries of play are restrictive...

describe events. This does all serve its purpose though and sets the right tone and atmosphere, which is what anyone looking to purchase this game is, I'd suspect, craving most.

Scoring is far harder than you may think and unlike keeping possession of the puck, requires considerable skill. Just thwacking the puck hard at the goal won't work - you have to change your angle of attack faster than the goalie can face the attacker. Developing a goal scoring technique is one of the limited motivations to play.

The weight of options available and the varied team selections on offer are comprehensive, giving players the capability to adjust anything from

game length to fouls, team sizes and more. There's enough in the options alone to keep any self-respecting ice hockey anorak happy.

Like any game of this ilk, the real pleasure of *Wayne Gretzky '98* is to be had with two player mode, battling it out with someone who actually hears you swearing at them and insulting their mother.

If you wake up one morning and feel an uncontrollable urge to rush out and buy an ice hockey game for your console, then don't look further than this one. Then again, I doubt many of you will get that urge and, when all's said and done, we've seen this format many times before and it barely gets

the adrenaline surging through the veins. *Wayne Gretzky's Ice Hockey '98* remains one of a long line of games that you cultivate respect for but ultimately do not feel compelled to keep lodged in your console. This hockey sim may have had its day with the first release in '97 - there's simply not enough appeal and longevity in this title to warrant top scores this time around. (C)



Nagano Winter

With winter sports being very much in fashion at the moment and the Nagano Winter Olympics coming up, Konami have released what looks like a cold and frosty *Track and Field*. Or is it?

To be honest, up until I heard about this game I really wasn't up on the Winter Olympics. I mean, sure, when I was a kid, I used to sit next to my dad and watch the skiing on the telly, but that was only to see who'd fall over! However, as unlikely as it may seem, winter sports sims go back as far as games computers have been around, so what is it that's kept them so appealing, right up to 1998? Essentially it's the same thing that makes all Olympic style games fun – button bashing, plain and simple. Around the office you'll find many a joystick that's been beaten into obscurity by *Track and Field*, and even the occasional damaged keyboard from such games as *Hyper Sports*. But that's not all, oh no. In addition to frantic paddle beating, you also need friends and a multiplayer option so you can: A) beat them into the floor and B) tell them that you're not just lucky, it's all in the technique.

With all this hindsight and a brilliant Olympic type game under their belt, you'd have thought that Konami would've duplicated something similar, around a more frosty, winter style game.

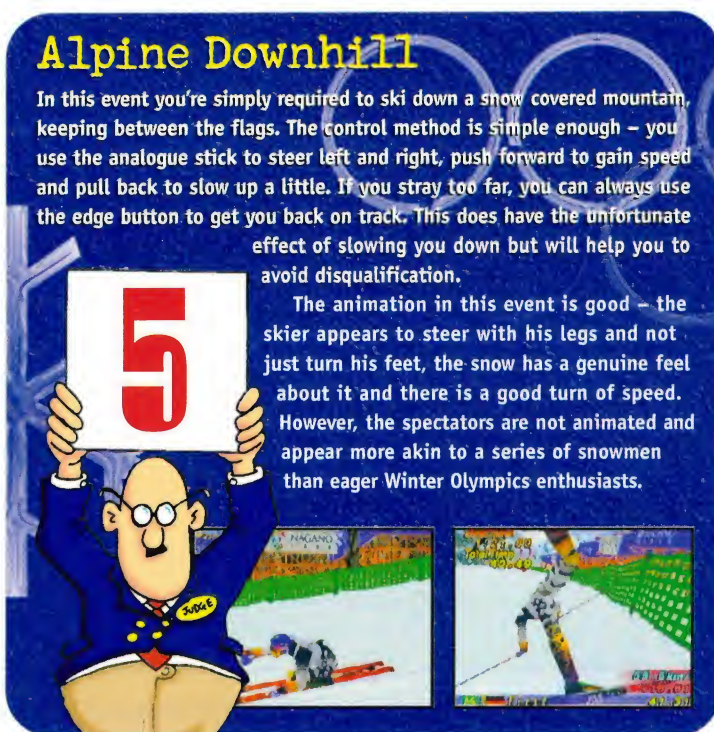
The Cold Shoulder

There are nine different events to choose from, so here's a brief rundown of each event:

Alpine Downhill

In this event you're simply required to ski down a snow covered mountain, keeping between the flags. The control method is simple enough – you use the analogue stick to steer left and right, push forward to gain speed and pull back to slow up a little. If you stray too far, you can always use the edge button to get you back on track. This does have the unfortunate effect of slowing you down but will help you to avoid disqualification.

The animation in this event is good – the skier appears to steer with his legs and not just turn his feet, the snow has a genuine feel about it and there is a good turn of speed. However, the spectators are not animated and appear more akin to a series of snowmen than eager Winter Olympics enthusiasts.



Giant Slalom

Another hill, a different kind of skiing. Basically you have now been given another hill to race down and another set of flags, only this time the flags are not so user friendly and the event requires the player to demonstrate far greater skill to get between the markers and still make a good time. Again,

this is all very nice: the skier reacts to the simplistic commands you give to him and all is well – but not quite. The fact that the controls are simplistic does not imply that this is easy, in fact it is fairly difficult and will probably take you far longer to master than the Alpine Downhill event. Either that, or it'll infuriate you to the point of distraction.



Ski Jump

This is a silly affair that involves a skier – preferably without any intelligence – strapping two planks of wood to himself and jumping off a manmade cliff. This event comes in two modes, the K=90 and the K=120.

Surprisingly Konami have somehow managed to make a simple task like 'going straight and falling as far away from the jump as possible' into a quite complex endeavour. First you have to stand your player up, then you have to keep him straight down the run. Now all that's left to do is to balance him in mid-air and of course land. This is the only event that really gets the old heart pumping, as you strive to not only launch your player but also land him safely.



r Olympics '98

Free Style

Free Style implies that you can freely control your chosen skier and that you'll be given points, as you endeavour to express yourself on the snow. In fact, it's really just a chance to prove that you can not only hold down a button but can also let it go. As you try harder tricks, you'll find you have to add an extra button and even a direction with the analogue stick.

This is a poor effort and really not worth too much time.

As before, the animation is good and the sound is nice, but what's the point, when the control method is so simple as to be insulting?

4



Snowboarding - Half-pipe

Half-pipe snowboarding - surely there's no way they can mess this up? To be fair, the snowboarding section does look good - it has a good setting, the snowboard looks real and the snow itself looks great too. At the start of the event you can choose which tricks you want to attempt then, when you attempt to pull off some 'phat air', the instructions appear underneath the screen.

Now this should have been okay but the control method is, once again, pretty poor.

For starters you simply don't have enough control over the analogue stick to be accurate enough. Add to this the fact that you don't actually appear to be going fast enough to make it up the wall of the half-pipe and you end up with an unpleasant event all round.

3



4

Snowboarding - Slalom

This event is very similar to the Giant Skiing Slalom. In fact it's too similar, and makes you wonder why they didn't just give you the option to choose from a snowboard or skis in the first place and be done with it. This aside, the snowboard does handle slightly differently but as with the Half-pipe event, it's just too slow.



6

Speed Skating

This event promised to be a real button bashing bonanza – and it is, hurrah! The object is to skate in circles around the ring and come in first place after a pre-specified distance. The ice in this arena looks really good and reflects the players well. The other racers act like real speed skaters and give you a run for your money.

You gain your speed by strategically tapping the shoulder buttons to directly control the player's legs, starting off slowly to build up speed, then tapping faster as you gain velocity. Stamina plays a vital role as well though – tire out your player and he'll soon end up at the back of the race.



7

Bobsleigh

There are two kinds of bobsleigh events here; the first being the four man event, where four grown men jump into an apple box and propel themselves down the inside of a frozen half-pipe. The second is when just one man (probably fresh from the ski-jump) jumps onto a smaller sledge and hurtles off down the same course. The main attractions of this event are the speed, the high banked corners and the skill involved in keeping the sledge in the pipe. *Nagano* offers all of these things and even though the event is a little slow, it's still well thought out, with a challenging track for each event. Timing at the start is essential: you must spend exactly enough time pushing the thing before you can get into the sledge but not too much, or you'll cross the line and be disqualified. A good effort all round.



9

Curling

Last but not least is curling. This is the real surprise of the bunch, as it's actually the most interesting. You have five attempts to slide your stone down to the other end of the alley and make the stone stop nearest the target. You take it in turns, so you can knock another player's stone away from the target and get yours closer – although they can obviously do the same.

You have two sweepers to help you get the exact distance required from your shot, who polish the floor in front of your stone, lengthening or shortening the distance it travels. This event is almost worth the cover price on its own.



NAGANO WINTER OLYMPICS '98

On the whole *Nagano* isn't such a bad game but it's a shame that the developers saw fit to use new control methods that aren't suited to Olympic style games. This is a plausible effort but after the glory of *Track and Field*, Konami have not come up with its winter equal, let alone a winter sequel. **GB**

verdict

Name: Nagano Winter Olympics
Publisher: Konami
Developer: In house
Players: 1-4
Released: Feb
Game Type: Sports Sim
Version: UK

graphics

Smooth animation
and realistic
competitors

80

sound

Real crunchy snow
& spontaneous
crowd cheers

75

playability

Too slow,
too dull. A
sorry effort

40

stability

Some unusual events
but not enough to hold
our interest for long

60

overall

69



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Reviews

Thinking about buying a game? Well, before you do, it's best to check out the most up to date scores in the T64 Reviews Round-up

64 Dozumo

With sumo wrestling being so massively popular in the Far East, it was only a matter of time before a game featuring this strange sport appeared on the Nintendo 64. Those of you who are into sumo and can read Japanese will probably find *64 Dozumo* good fun, but the majority of the English gameplaying public, myself included, will find it goes way over their heads, quickly falling into the 'quirky Japanese game' category.

ISSUE 12 SCORE

39%

Aerofighters Assault

I was always a fan of *Afterburner* in the arcades, so I was as excited as the next man when this arrived in the office. The thought of chasing enemies up into the stratosphere filled me with joy. Now wrong I was, I was not prepared for the sad, sad, gaming experience that was about to come. The planes look shabby, the backgrounds look bland and boring - it's so very slow and instead of being fun, it was dull. I had hoped for so much more, especially on a console that's the most powerful on the planet. Take heed of these words - buy this and you will have no friends!

ISSUE ELEVEN SCORE

42%

Automobili Lamborghini

Not another N64 racer! It seems like the only games we get these days involve driving round and round a track, in as quick a time as possible. Is this what your N64 was designed for? I think not. Anyway, *Automobili Lamborghini* is not that bad a game and if you're a fan of this genre you'll enjoy its slick graphics, realistic feel and well designed tracks. If you're not, then steer well clear.

ISSUE ELEVEN SCORE

72%

Blast Corps

I was a little dubious about this title as I looked at the box, but after playing it for the short while I allowed myself before going back to more mundane work, I was desperate to play it again. Some of the early levels are very simple and involve little more than crashing into buildings to knock them down, but later on the levels get a lot harder and really get you thinking, as you try to solve the puzzles before your time runs out. I would compare this game favourably to *Pilot Wings*, as both games are similar in concept - but *Blast Corps* definitely has the edge, with a lot more action, tricky puzzle solving and excellent explosions!

ISSUE THREE SCORE

89%

Bomberman 64

The idea of *Bomberman* appearing on the N64 was almost too much to bear. My memories of the little tyke go way back to the year 1992, when I persuaded a certain Justin Calvert (as he was known back then) to buy a game called *Dyna Blaster* for his Amiga. It was a great buy: the hours we spent blowing the living daylights out of each other don't bear thinking about. So when *Bomberman 64* came into the office I was expecting great things. But no, it wasn't to be. By changing an unbeatable formula, Hudson have upset the balance of *Bomberman* by transporting him into a 3D world.

ISSUE NINE SCORE

75%

Chameleon Twist

The idea behind *Chameleon Twist* is actually quite clever - use your tongue to lick and spit your way through the levels. The trouble is that there just isn't enough to this game to warrant a purchase. The six levels are reminiscent of *Mario 64*, except that they are completely linear and lack any of *Mario's* excellent graphics, intuitive puzzles and games. Don't even consider buying this game - if you do you'll be sorely disappointed.

ISSUE ELEVEN SCORE

51%

Cruis'n USA

What on earth is this? Have I slipped through a time warp? Am I back in the late 1980s? Well, playing this I certainly could be - pretty scary!

I'm playing a bad version of *Outrun* on a 64-bit machine. Come on, who in their right mind would waste their cash on this when they could play *Rage Racer* on the PlayStation? This game is just a perfect conversion of a crap arcade game - so exactly what is the point? *Cruis'n USA* is sluggish, all the graphics are totally dire and - worst of all - the playability is thinner than a matchstick on a diet - very poor indeed. Avoid it!

ISSUE ONE SCORE

59%

Dark Rift

Although this is probably the best beat-'em-up on the N64 so far, unfortunately it still needs to go a long way to come close to any similar titles on the PlayStation and Saturn. On the plus side it does feature some excellent backdrops and the characters have interesting moves. These moves seem to draw heavily from *Tekken* and *Soul Blade* - which is not a bad thing by any means. I can't quite put my finger on what I don't like about *Dark Rift*, but there is some vital thing missing. This shows promise for the future of N64 fighters, but falls a little short of the mark.

ISSUE TEN SCORE

79%

Doom 64 [UK]

I've always been a big fan of *Doom*, and for me it was always the best of the lot. I was looking forward to *Doom* on the Nintendo 64, and the thought of having all new levels to explore got me particularly excited. The fact is though, after the arrival of the spectacular *Goldeneye* in the office, *Doom* will never seem the same again. It's still a very good game but compared to the later title it looks dated indeed.

There are a couple of minor niggles: the darkness of the screen can become very frustrating at times, as you're constantly getting hit by missiles that can only be seen at the last minute. The other thing is that the levels all seem very similar, which can become dull. Good but not the best.

ISSUE NINE SCORE

89%

Diddy Kong Racing

At first I thought that this was going to be a simple update of *Mario Kart 64*, but I dug a little deeper and found something very different. It relies in some ways on *Mario Kart* - which goes without saying. However, when you get a bit further into the game you realise that there is much, much more. The adventure mode is absolutely awesome fun, with loads of missions to accomplish and tasks to complete. The multiplayer modes are also very good, with players being able to choose between a plane, a hovercraft, and a kart. If you liked *Mario Kart*, you'll go ape for this!

ISSUE TEN SCORE

95%



Doraemon

It's very difficult to play this game without drawing comparisons to *Mario 64*, which is obviously going to win hands down. But if you can possibly forget about *Mario* for a second and look at *Doraemon* on its own merits, I think you'll find quite a quirky little platformer in there somewhere. Despite its similarities with *Mario 64* it does have plenty of its own original ideas; it's just a shame that these are far outweighed by the ideas that were left out! If you've completed *Mario* and are looking for something vaguely similar, then this should keep you amused for a while. Just don't expect the blue and white furball to fill *Mario's* shoes.

ISSUE THREE SCORE

69%

Duke Nukem 64

I'm one of the few people in the office who's never really got into *Duke Nukem* on the PC, and after falling head over heels for *Goldeneye 007*, the Duke had his work cut out if he was going to impress me. I understand that a lot of the PC features such as strippers and 'dodgy' film posters have been removed from the N64 version but if, like me, you've never experienced the *Duke* phenomenon, you won't miss these un-Nintendo like features and can concentrate on enjoying the game without having to stop every two minutes to show your mates what's changed (Miles!). In my opinion *Duke Nukem 64* could have taken the Nintendo by storm had it only been released before *Goldeneye 007*, but with the two of them more or less going head to head for Christmas, I'm afraid there can only be one winner.

ISSUE TEN SCORE

90%

CURRENT SCORE

88%

Dynamite Soccer

What can be said about *Dynamite Soccer* apart from the fact that it's absolutely appalling. This comment may sound a little hard but sadly I can't find anything positive to say about it. Actually, there is just one good thing that can be said about this dreadful game - it's so bad it's funny, although the humour will wear off after a few minutes of actually playing it. Don't waste your money.

ISSUE NINE SCORE

25%

Extreme G

Ah, a breath of fresh air has wafted into the office and blown away the cobwebs of all those stale driving games, and that 'air' is *Extreme G*. I've always been a fan of *Wipeout* on the PlayStation, so you can imagine my delight when I heard that we were getting our own futuristic racer on the N64. Just imagine how fast this game could be, using 64 bits instead of that grey box's 32 - it could be very fast indeed - and *Extreme G* delivers. And then some. There's no blinking allowed when you play this game - if you do then you are likely to miss a corner approaching at super fast speed.

Without a doubt, the best racer on the N64 to date.

ISSUE NINE SCORE

94%



F1 Pole Position

After finding *Human Grand Prix* quite entertaining a few months ago, I was expecting great things from what promised to be a new and improved version for release in the UK. Unfortunately the improvements that have been made are, although noticeable, few and far between, and not really in the areas such as playability and graphics that needed a little work. Maybe it's just me, but the addition of a few new sound effects, along with a reduction of 50% in the amount of sparks that fly whenever you change gear, doesn't really make for an improved gaming experience. Sorry *F1*, but you're left sucking the exhaust fumes of games like *Top Gear Rally* and *Extreme G* in my opinion.

ISSUE NINE SCORE

80%

Famistar 64

I must admit that I was surprised to see that Mamco were developing for Nintendo again, now that they've become such buddies with Sony but it seems from their first title, that we should be happy. Strangely enough, *Famistar 64* reminds me of *Smash Tennis* on the SNES. The cute characters, the user friendly gameplay and weird but wonderful 'japanese-ness' of this game don't hide the fact that this is a 'serious' baseball game underneath. All the subtleties of a more serious title are there - player stats and clever controls, and the sub-training games are a delight to play in themselves. If you're a fan of baseball and can put up with Japanese text, this is definitely worth the import price.

ISSUE 12 SCORE

86%

FIFA 64

As the only football game available for the N64 this wasn't a bad effort, but after seeing *ISS Soccer 64* we had no choice but to reduce our initially quite enthusiastic response. EA's *FIFA* series must surely be the most successful footie games ever, but when *ISS* arrived in the office and blew away everything that had gone before, we were left with no choice but to amend our previous *FIFA* score to reflect just how superior Konami's top kickabout really is. This isn't really that bad a game, it's just that its opposition is the best footie game ever made!

ISSUE THREE SCORE

76%

CURRENT SCORE

58%

FIFA: Road to World Cup '98

After signing Michael Owen for my Bolton Wanderers side and taking them to the top of the Premiership, I was convinced this was the game for me. Unfortunately I soon found that the superb range of options and stunning visuals in *FIFA: Road to World Cup* were overshadowed by poor artificial intelligence and gameplay. A great game for players who fancy managing their chosen team but not a patch on *ISS 64* in terms of pure playability.

ISSUE ELEVEN SCORE

78%

Fighters Destiny

Praise the Lord! At last the N64 has a truly great beat-'em-up - and not only is it great, but it's innovative in a way rarely seen in this genre. The characters have a wide range of easily accessible moves, which ensures that the art of winning requires something other than the ability to memorise huge combinations of button presses. The ability to obtain new moves for your character is a master stroke, and the points system is like a breath of fresh air after the years of 'KOs' and 'Fatalities' we've had to endure. If you've ever enjoyed a beat-'em-up, buy this!

ISSUE 12 SCORE

93%



Ganbare Goemon 5

Ganbare Goemon is quite unique in many of its gameplay styles and offers the first real RPG experience on the N64, but an essential part of all RPGs is understanding the plot. Unfortunately for us, *Ganbare Goemon* is completely in Japanese and so the story is completely incomprehensible, though luckily this doesn't interfere too much with the gameplay and *Goemon* is still very playable. It is a testament to the game's brilliance that it was able to score such a high mark judged purely on gameplay – just imagine how good it will be in English, as it will be when it is released in the US and Europe very soon. Of course, we will be re-reviewing it as soon as a copy comes into the office – expect a very high score for this one!

ISSUE EIGHT SCORE

89%

Go! Go! Troublemakers

I don't understand it but I like it. *Go! Go! Troublemakers* is so full of bright colours, you'll think it's going to explode any minute into a jelly rainbow, full of sponge fingers and cherries. And that just about sums up the title's gameplay as well. It's all cute and chubby sprites, biffing and throttling one another in the nicest possible way. On the down side, if you're not fluent in reading Japanese you won't have a clue what's going on, as various characters keep appearing to try to explain stuff. Still playable but you're better off waiting for the official release.

ISSUE SIX SCORE

43%

Goldeneye 007

I wasn't bothered about the arrival of *Goldeneye*, having never been a big fan of first person shoot-'em-ups. Since *Goldeneye* appeared in the office though, I've been forced to eat my words. Never before have I seen a game create such a sensation – even people who have never had an interest in games suddenly became interested in *Goldeneye*. The reason is simple – perfectly crafted gameplay, the likes of which some games can only dream of, and this is before the delights of the multiplayer game have been uncovered, which take *Goldeneye* to a whole new level. An experience rather than a game, and one which shouldn't be missed by anyone.

ISSUE EIGHT SCORE

98%



Hexen 64

What is this doing on the N64? In the past few months we've been treated to two of the most excellent, enjoyable first person perspective games ever, *Doom* and *Turok*, then all of a sudden *Hexen* comes along. What do GT think they're up to? Do they think people won't see past this facade, this cheap attempt at a cash-in? The game looks extremely dated, almost as if it was a straight PC to N64 port, and takes no advantage of the power the N64 has to offer. The graphics are bland at best and the level design really lacks imagination. The only thing I can say in favour of this, is that it's the first game of this type to actually boast a four player deathmatch mode, but even this soon becomes tiresome after you've revisited the same level for the umpteenth time. If you want four player deathmatches then be sensible and go out and buy *Goldeneye* or *Duke Nukem*.

ISSUE SIX SCORE

63%



Human Grand Prix

After happily playing on some of the forthcoming racers at the E3, I really think that we're left with no choice but to score *Human Grand Prix* down. Sadly, when you compare it with such titles as *Extreme G* and *Multi Racing Championship*, *Human* might as well be *Pitstop 2* on the Commodore 64. It just doesn't match up to them on any criteria – except maybe the number of tracks (not their quality). We are grateful that the US/UK version, *F1 Pole Position* has been much improved!

ISSUE THREE SCORE

80%

CURRENT SCORE

72%

International Superstar Soccer 64

Football's not coming home... it is home! *ISS 64* has arrived and is, quite simply, the best footy game ever to be released. It sports graphics that are far superior to any of its contemporaries, (especially EA's appalling *FIFA 64*) it sounds the bizz and, with more moves than Juninho, Zola and Shearer put together, it plays a much meaner game of footy. To put things in their simplest terms, if you like football, you're going to love this game. As the great Bill Shankly probably would have said were he around today, "football's not a matter of life and death, it's *ISS 64*!"

ISSUE FOUR SCORE

97%



J-League Perfect Striker

As the aging cliché goes, it's a funny old game, football – and *Perfect Striker* certainly proves that, with some of the most hilarious player animation ever. Just watch one of these guys trying to get up after a particularly bad foul to see what I mean! Having said that, the actual gameplay isn't bad either, especially in two player mode. What with some swift passing, rasping drives, eccentric keeping and of course the all-important scoring celebrations, this boy has got it all and is certain to be a worthy addition to the footy sim, *Premier League*. Go and buy it!

ISSUE ONE SCORE

93%



Jikkyou World Soccer 3

When it was mentioned that Konami had managed to improve on the original *ISS*, I didn't believe them. How much could they improve an almost perfect game? Well, quite a lot it would seem. With less emphasis placed on the through ball and more dominant goalkeepers, this version has got to be the definitive one. Now there are also smoother graphics, plus the actual passing and movement of your players seems to have more fluidity. Whether or not this makes it worth shelling out another sixty quid for an import game is up to you. Personally, I am quite happy with my original PAL copy of *ISS*.

ISSUE NINE SCORE

97%



Killer Instinct Gold

Play this game on 'Ludicrous' speed and you'll know about adrenaline. Initially fast and furious, it can seem like a 'free-for-all, who can get one of the combos in first and bash the buttons quickest' test. However, after playing for a while, it has more subtlety than that – but nothing that matches the instinctive feel of *Tekken*. The animation is jerky and at times there's quite a bit of slow-down. Okay, so admittedly this is when a 32-move combo is going on – but surely the N64 should be able to handle it?

ISSUE ONE SCORE

69%

King of Pro Baseball

When we reviewed this back in issue two we were drawn in by the cutesy amusing graphics and the quality of the two player mode. Since then it's become increasingly difficult to find a human opponent, as more and better games arrive in the office, forcing whoever wants to play it to do so against the computer. The fact that this game rarely makes it out of the cupboard nowadays is enough to warrant a score reduction, and the incredible difficulty of the one player mode leaves us with no choice. It's fun with a friend but frustrating on your own.

ISSUE TWO SCORE

91%

CURRENT SCORE

82%

Lylat Wars

The sequel to *Starwing* has finally arrived in the UK, and apart from the name change, it's been well worth the wait. We've been playing the Japanese version for a few months now but the English speech adds a lot to the game, which has a surprisingly good plot. The game is definitely easier to complete than *Starwing* but to master the game properly requires taking secret routes and battling a completely different end-of-game Andross, and this should keep you playing for quite a while. If you liked the original, you'll fall madly in love with its 64-bit incarnation. If you've never heard of *Starwing*, you've never witnessed what a man like Miyamoto can do to a genre as seemingly tired as shoot-'em-ups.

ISSUE EIGHT SCORE

94%



Mace: The Dark Age

At last a beat-'em-up arrives that is worthy of comparisons with *Tekken* and *Soul Blade*. *Mace* includes some excellent weapon bearing characters that have been superbly designed – with each one playing differently from the last. In total there are fourteen characters, including some rather bizarre secret ones – the chicken springs to mind for sheer comedy value.

It can be a bit frustrating at first, as the combat system may be a little different than you are used to; it is initially very hard to pull off anything that resembles a combo. Just give it an hour or so though and you'll be reeling off five and six hit combos with no problem at all.

ISSUE NINE SCORE

89%

Madden 64

I'm sorry to confuse you readers, but I'm afraid I have to disagree with Nick on the *Madden Vs. NFL QBC* debate. I feel that both games are equally playable, and although *Madden* might be slightly easier to pick up and play – *NFL QBC* is every bit as good once you've mastered the controls, and surpasses *Madden* by a long way in terms of graphics, presentation, and simply by having the official license.

ISSUE 12 SCORE

89%

Mario Kart 64

So it's got some new tracks and the graphics are better – but it's still *Mario Kart*, just with a '64' tagged on the end. Don't get me wrong, I was (and still am) a fan of the original game, but really, what's the point? If all we're going to see on the Nintendo 64 is souped up versions of old Nintendo titles – and at a souped up price too – you might as well buy yourself a SNES. That said, I can see the appeal of the title for those who missed out first time round. It's still fun and addictive – especially in the multiplayer mode. Just think carefully, and do try before you buy...

ISSUE ONE SCORE

93%



MK Mythologies

I've never been a fan of the *Mortal Kombat* series so when I heard that there was going to be a new *MK*-based RPG, I was more than a little unimpressed. It seems that my fears were well founded – no care has been taken to make a real attempt at a proper RPG, it's simply a sideways scrolling beat-'em-up and a poor one at that.

Just imagine *Mortal Kombat Trilogy* with jumping bits but with only one character to choose from and you'll have a pretty good idea of what this game is all about. This really has nothing going for it – the graphics are poor and the gameplay is tired and unimaginative. Don't buy this

ISSUE 12 SCORE

31%

Mortal Kombat Trilogy

With the arrivals of both *War Gods* and *Dark Rift*, *Mortal Kombat Trilogy* has suddenly began to look more dated than ever. For fans of the series this is still one of the best *MK* incarnations – it's just that there's really very little to separate this title from its 16-bit predecessors. Another reason for us changing the score is that we originally scored this more highly than *Killer Instinct Gold*, which judging by the number of letters we've had on the subject is widely considered to be the better game – it's only us who think it's an unplayable pile of crap!

ISSUE ONE SCORE

78%

CURRENT SCORE

67%

Multi Racing Championship

Being a big fan of racing games, I was looking forward to this one with baited breath. Unfortunately, although it looks nice and the alternative route idea is quite a novel one. I didn't enjoy *MRC* as much as I hoped. With there only being three tracks, I'm not sure how long this one will last. At the end of the day though, this is a far better game than *Cruis'n USA* and deserves to be a minor hit. Not a bad game by any means, but with *Lamborghini 64* and *Top Gear Rally* on the shelves it looks as though *MRC* could be in for a spot of very tough competition.

ISSUE SEVEN SCORE

80%

NBA Hangtime

In its day, *NBA Jam* was an extremely entertaining arcade basketball game. Since then we've seen the likes of *Total NBA* on the PlayStation, which I would have thought made the likes of the *NBA Jam* series obsolete – apparently I was wrong! This game has little in common with the game of basketball and shouldn't even be considered by fans of the sport, but if you're a big fan of *Pong* or going to Wimbledon for the tennis, this repetitive and dull left-to-right, right-to-left, left-to-right style of gameplay might appeal.

ISSUE EIGHT SCORE

51%

NFL Quarterback Club '98

Until American football games started appearing on consoles I wouldn't have known a touchdown from a hole in the ground, but after playing *Madden* games on my SNES for hours on end, I became quite a fan of the sport. *NFL Q'back Club '98* basically takes tried and tested gameplay formula of the *Madden* series, improves upon it, tarts up the graphics, adds plenty of new options and kicks the competition for a field goal. Anybody who's ever enjoyed an American footie game will absolutely love this, but unfortunately for Acclaim I think most N64 owners (at least in the UK) will be sticking with *ISS 64* to satisfy their ball habit.

ISSUE TEN SCORE

90%

CURRENT SCORE

89%

Pilot Wings 64

This is still a classic game but the truth is that it's not often taken out of the Total 64 cupboard – except to lend it to someone who hasn't witnessed it before. All the missions and the different craft are varied enough to keep you playing for ages but nine out of ten N64 owners in the Total 64 office – who expressed a preference – said they preferred the manic and explosive gameplay of *Blast Corps*. In light of this we've had to reduce the score slightly – but it's still a must buy, as an all time classic piece of software.

ISSUE ONE SCORE

95%

CURRENT SCORE

91%

**Puyo Puyo Sun 64**

I have to admit that I am a little surprised to see this on the N64. The trouble is that it's nothing that a SNES couldn't do – and hasn't done in the past. It is still a top game, however, and will no doubt sell well in Japan. Whether or not it will see the light of day over here, remains to be seen.

ISSUE 12 SCORE

71%

San Francisco Rush

Yes, it's another driving game on the N64. I wish that I could tell you that this was something different from the usual humdrum racing that is the norm with this genre, but *San Francisco Rush* is not. This game suffers from tired gameplay and ropy graphics. Okay, there is one decent idea – collecting the rings on the courses gives you access to extra cars, so this gives you something of a challenge, but even this doesn't add much to the gameplay. It's such a big disappointment to see releases like this out on the N64 – developers have the most powerful console on Earth to develop for and they still churn out trash like this. What a waste.

ISSUE ELEVEN SCORE

57%

Shindou Mario 64

I can't really see quite where Nintendo are coming from, releasing something like this. You'd have to be a certified nutter to fork out another 60 odd big ones for the pleasure of a shudder every now and again when the dungareed one falls on his arse, so who's left to buy it? New owners might as well take advantage of the extra feature but it seems to me to be nothing more than a gimmick to drum up support for the jolt pack. Obviously the more games it's compatible with, the better it sounds – but only with your fingers in your ears and a goldfish up one nostril.

ISSUE SEVEN SCORE

96%

**Shindou Wave Race 64**

At first you would think that *Wave Race* would be an ideal game to use with the Rumble Pak – a rumble in your hands when you hit those waves seems like a great idea and is more than likely to add to the experience of riding a jet-ski. The trouble is that there are so many waves in this game and the pak vibrates to some degree on every single one (makes sense) so it's constantly buzzing. This has the effect of actually distracting from the gameplay, rather than adding anything to it. It is very disconcerting to have the pad constantly vibrating when you are trying to control your jet-ski and it's got to be the wrong sort of feeling anyway. A short sharp jolt when your jet-ski's nose hits the wave would have been more appropriate than this constant buzzing. Having said that though, the feeling quickly moves into the background but never stops from being a nagging irritation, so it makes you wonder, what's the point?

ISSUE SEVEN SCORE

93%

**Starfox 64**

The latest SNES classic to get the N64 treatment is here and it's just as good as we'd hoped it would be. The tank, submarine and open levels add a large dollop of much needed variety, and the overall effect is quite stunning. Graphically *Starfox 64* is the biz but it's the multiplayer option that makes it. Admittedly the small quarter screen viewing windows take some getting used to but it does make for some wicked four player battles. The only real disappointment is that it would've been nice to have a two player option with half a screen each... but I guess that's just being picky. Ultimately it's still a fairly basic shoot-'em-up, but if you liked the SNES version you're definitely going to love this one.

ISSUE FOUR SCORE

96%

CURRENT SCORE

94%

**Star Wars: Shadows of the Empire**

This game was one of the most eagerly awaited of the launch titles, but unfortunately failed to deliver the goods on all but two or three of the ten levels. The number of letters we've received from people who've bought it and been very disappointed, or have thanked us for warning them away from it, leaves us with no choice but to emphasise our warnings to other readers, with an even lower score. One to avoid!

ISSUE ONE SCORE

61%

CURRENT SCORE

49%

St Andrews Golf

Most of us in the Total 64 office are pretty big fans of golf games such as *Actua Golf* on the PlayStation, so the fact that this has NEVER left the shelf since it was reviewed back in issue one must mean that there's something very wrong with it. If this game had been released on the Commodore 64 ten years ago, it still would have come up on the scorecard as a bogey when compared with the classic *Leaderboard*. The fact that it's in Japanese doesn't exactly help matters, but no amount of irritating commentary could redeem this effort. Fore!

ISSUE ONE SCORE

96%

CURRENT SCORE

42%

Super Mario 64

Ever since this game was first seen, it's been hyped up as the 'the greatest video game ever' and to tell you the truth, it really doesn't fall far short of that title. Nintendo have brought *Mario* to life in the most convincing 3D world I've ever seen: he runs, somersaults and can even fly – and all in superbly animated style. All the familiar *Mario* traits are there as well – the infuriatingly addictive gameplay from his earlier SNES incarnations, the 'throw the controller at the wall and pick it up five seconds later' syndrome. This is what video games are all about.

ISSUE ONE SCORE

96%

**Tetrisphere**

Having the *Tetris* prefix in its title, one would imagine that this would play very similarly to the original. This is where the initial confusion sets in: when anyone plays *Tetrisphere* for the first time, their reaction is that it's not very good. This is simply not true – just because it's different, that does not make it a bad game. I would have to admit though, *Tetrisphere* certainly takes a bit of getting used to, but once you've mastered the basic concept, it becomes increasingly addictive. There are various different modes of play which can only add to its longevity – it even features an eight player tournament mode, for when all your mates come round.

ISSUE EIGHT SCORE

84%

Top Gear Rally

The prospect of yet another N64 racer filled me with dread. There have been hundreds of them of late and none have lived up to my expectations – yet.

Top Gear Rally is no exception to this rule, but then it is by no means a complete disaster. I was hoping for a game that would rival *Sega Rally* for the best racer title but what I got was a competent, yet good looking racing game. The graphics are all gorgeously smooth and the cars move with realistic handling. The only disappointment lies with the computer controlled cars – they just aren't up for it!

ISSUE NINE SCORE

85%

Turok: Dinosaur Hunter

Another first person shoot-'em-up gets a knock down thanks to the ground-breaking *Goldeneye*. This doesn't mean that *Turok* is a bad game, it's still one of our favourites, but compared to the ingenious gameplay found in Rare's 'Bond sim', *Turok* is already looking dated. Graphically you can draw parallels between the two games with the use of polygons and excellent motion capture for characters, but *Turok* opts for lavish texture maps so it has to use misting effects to cover pop up. Where it really loses out though is in design and gameplay. The levels in *Turok* are all very similar – set in outdoor locations which promise to take you into the depths of a jungle but never do. *Goldeneye* takes you to a wide variety of familiar looking locations with the gameplay changing every time. It's the structure of *Goldeneye* that keeps you interested – *Turok* becomes very samey after a short space of time.

ISSUE TWO SCORE

93%

CURRENT SCORE

89%

War Gods

Don't you just hate those people who drone on about how the PlayStation is better than the N64? We all know that Nintendo's machine really has a far higher standard of games – except it's missing one genre. The N64 really needs a beat-'em-up, it needs a *Tekken* of its own to shut those PlayStation owners up for good. But this, sadly, is not it.

War Gods takes its gameplay from *Mortal Kombat* and then transfers it into 'wondrous' 3D and this is the main problem – *MK* has become very dated since the likes of *Virtua Fighter* and just doesn't hack it anymore. For die-hard fans of *MK* only.

ISSUE TEN SCORE

69%

Wave Race 64

The closest I've ever come to a real jetski would probably be when I was about six, splashing around a Northampton pond in a rubber dinghy. After playing *Wave Race*, I've decided that maybe I should broaden my watersports horizons and try it for real. Quite simply this is an extremely playable and unusually original piece of software. As far as I can see, the only thing missing is a Pamela lookalike to dive in and rescue you when you fall off. If you're after a racer for your N64, avoid the traffic and take to the waves!

ISSUE ONE SCORE

96%

CURRENT SCORE

93%



Wayne Gretzky's 3D Hockey

This is still by far the best ice hockey game on the market at the moment, but at the end of the day – it's ice hockey! And unless you're a big fan of the sport you'll most probably get bored of this very quickly. It's a great fast game, with a good multiplayer mode, but when compared with some other sports games, this just seems incredibly shallow. More of an arcade 'couple of quid' than a '£50+ lasting appeal.'

ISSUE TWO SCORE

90%

CURRENT SCORE

82%

WCW Vs. nWo

I have to admit that I've never really played a wrestling game before – somehow the idea of taking part in a pantomime has never really appealed to me. But *WCW Vs. nWo* has changed my opinion of all that. The fights last ages (definitely a good thing) and are great fun. I found myself shouting abuse at Nathan whilst playing this game and whenever you get that involved in a game, it can't be bad. With loads of characters and moves, this has to be one of the best fighting games on the N64.

ISSUE ELEVEN SCORE

92%



Wheel of Fortune

It is difficult to know where to start slating this game. Whoever came up with the idea of porting the Wheel of Fortune show to the N64 should be hurt. It's not just the fact that we don't want to play rubbish like this, but releasing games like this will surely damage Nintendo's reputation. With games coming out extremely slowly and Nintendo citing quality over quantity, *WOF* will do more damage than good.

ISSUE 12 SCORE

13%

Wild Choppers

After the disappointment of *Aerofighters Assault*, this comes as a nice surprise. The mission based gameplay works well, the graphics are sharp and manage to keep the frame rate high and the overall feel is that of a well polished and well thought out title. If you're a fan of shooting games then this is worth a look.

ISSUE 12 SCORE

72%

Wonder Project J2

I was quite looking forward to playing around with a young Japanese girl, when I heard that I could save my plane fare by getting hold of a copy of *Wonder Project 2*. Imagine my excitement! Unfortunately the game is a little too realistic in that – with Josette being Japanese and everything – she speaks in Japanese, which might as well be binary as far as I'm concerned. My advice to anyone who's thinking of buying this is to become fluent in Japanese first, because after about half an hour of play I was still on the first screen, and getting very frustrated!

ISSUE FIVE SCORE

69%

Mortal Kombat

The Adventure

Sub Zero goes it alone in this tricky platformer by Acclaim. Don't leave your icy home without this essential blow-by-blow strategy guide — you need to live up to the legend!



Your Quest

As Sub-Zero you must steal a sacred map from an ancient Shaolin temple. This is the Map of Elements, showing the way to another, still more ancient temple, long hidden from the eyes of mortal men. Within this temple is an artifact that predates man's history on Earth...

The game includes 30 different kinds of enemy, scattered across eight worlds and if you're already familiar with the *Mortal Kombat* range, you'll find Sub Zero's moves are conveniently similar to before.



Controls

Key:

P — Punch

K — Kick

B — back

b — block



Moves:

Freeze — D-F, LP

Slide — b+LP+LK+B

Ground Freeze — D-B, LK

Air Ice Blast — D- F, LP (in air)

Ice Clown — D-B, LP



Combos:

1) B+LK, B+HK, F+HK

2) HP, HP, B+LK, B+HK, F+HK

3) HP, HP, D+LP, D+HP

Shaolin Temple Level

OBJECTIVE — GET THE MAP OF ELEMENTS.

After the first guard, look up at the ceiling to spot the pillars that descend as you approach, crushing you. To trigger them, punch the air underneath them so they descend but make sure you're not directly beneath them or you'll be crushed.

When you come to the end of the first floor, jump up onto the wall and somersault from it — your fall will be cushioned by a canopy and you'll land on both feet on the ground level, just reaching the first checkpoint (if you just jump over the wall without standing on it first, you will fall and die).

On the ground floor the guards are a little more vicious and are all armed with swords, so make sure you disarm them swiftly before killing them. The most effective way to do this is to throw them.

Remember, as you win every new fighting bout, you increase your skills and gain Sub Zero's legendary fighting moves. Watch out for the relevant indicators, which will flash up, telling you what fighting move you can add to your arsenal.



On the ground floor you will have to face Scorpion — watch out for his attack of sweeping low kicks. After dispensing with him you'll see a scroll (the Map of Elements) to the left — make sure you are facing it to pick it up. Collect it and it will open a cover on the shaft with the rope in it, located in the previous chamber.

Finish him!

When 'Finish Him!' appears, perform the Head Rip fatality — move one step away then F, D, F, HP.

Climb the rope and when you have reached the top, somersault to the right to complete the level.

Wind Level

You arrive at the entrance to the wind level — go in and dispense with the armed guard.

As you go to the right the wall will be blown away and you can somersault (or simply jump if there is an upward blowing wind) across onto the nearest platform. If the jump from platform to platform looks too much for a mere somersault, it probably means it is! You'll have to wait until an updraft — blowing leaves and debris — blows

Mythologies

es of Sub Zero



between the platforms, then use it to jettison you safely skyward, over to the next platform.

In this section the perspective will change intermittently – if the platform allows, take time to adjust to it. Watch out for unstable platforms: if you see the platform shake, jump to the next one immediately – don't worry about fighting the guard, he'll soon be dead anyway if it drops.

The first position marker on this level is located just before the three wind-propelled contraptions with small platforms revolving around them. When you get here, make little jumps from platform to platform and somersault off the last one onto more solid ground. However, note the odd perspective on the last somersault – the foreground is nearer than you may think.

Next you will come across a series of chains suspended from a big rock; somersault from each into the updraft, which will take you to the platform



from which the chains you were just swinging on are suspended.

Go left until you reach a platform with a golden disc. Collect the disc, as it is a wind icon and can create bridges. This is also a checkpoint.

Now carry on going right. Around here is another unstable platform so be careful to look out for it and get off it quickly.

Eventually you will arrive at a platform with an orange emblem on it. Here you must use the wind icon you collected earlier to create a bridge. Although it is referred to as a bridge, it is little more than a tornado, and if you somersault into it too eagerly, it will carry you so high that when you come out the other end, you'll fall a great height to your death. Jump gently into it and it should deliver you safely to the other side.

When you come to the collapsing bridge, look left. Under the platform you just came from you will find a second key. Get the key and go back to the tornado. This time ride it up all the way to the top and go right. Open the door with the key.

In this room you will have to fight monks, although there seems to be an endless supply of them, making this primarily a room for fighting practice.

Passwords and Cheats

ENTER THE FOLLOWING CODES IN THE PASSWORD SCREEN:

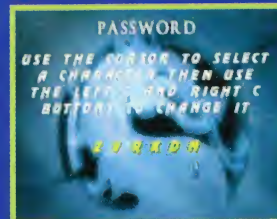
GTTBHP – 1000 lives

NXCVSZ – 10 Urns of Vitality

CRVDTS – View credits

ZCHRRY – Warp to last level.

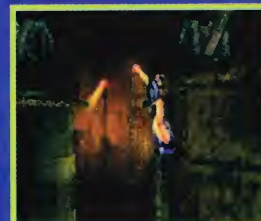
Hit the action button to go right to Shinnok



Level Codes

STAGE PASSWORD

WIND	THWMSB
EARTH	CNSZDG
WATER	ZVRKDM
FIRE	JYPPHD
PRISON	RGTKCS
BRIDGE	QFTLWN
FORTRESS	XJKNZT





At some point here you should gain the directional ice blast move.

Stand on the button and enter the door. Grab the third key but after you have it, immediately run left or the fan will suck you in. Go down the tornado and go right.

Jump from the platform with pillars onto the next platform on the right and run across the bridge without stopping – the floor collapses behind you.

The next major obstacle is a series of swinging platforms of wood, which you must traverse – you'll need to use a supreme sense of timing to get it right. Jump (do not somersault) when each of the wooden platforms pauses to swing back to the foreground.

Open the door with the third key.

You will now have a small number of obstacles to overcome. Walk through the platforms and eventually you will be sucked up to take on the level boss.

Wind Boss

Freeze him straight away. Use combos to deplete his energy and when he flies at you, hit him with an ice blast just as he stops spinning, so you can lay in to him without too much danger.

When he dies you'll create a large tornado. Go as far to the left as you can to get away from the tornado. It will not last long – just enough time to finish the boss off for good.

Earth

First there's the usual guard, this time with staff in hand, to give you a warm-up fight. After you've killed him, jump over the trap which opens in the ground.

Next you'll come to three metal crushers, all ready to mince you if you don't time your jump through them correctly. After these there's another hole which opens up in the ground. This time feel free to jump in, as it's not a death-trap but full of life-giving potion. Step on the metal disc to be propelled out of the hole.

Move one space at a time through the half dozen swinging axes suspended from the ceiling. Do not descend the rope or you will be killed. Instead, jump on to the ledge on the right, avoid the single axe and keep moving. There is one more crusher to jump through and a deathtrap in the ground on the other side, so time the jump so that the ground is closed when you land.

Two more axes swinging from the ceiling bar your path next. In between them is a yellow square – you have to collect this, as it is a vital door key. Watch out for the ground opening and closing below the key. If you mis-time it then you will die.

With the key in hand, return to the shaft where the rope was and climb down without hesitating (the ceiling will come down after you, crushing you or knocking you off the rope if you're



not quick enough). When you get to the bottom, use the key in the door and enter.

Fight two rather nasty guards and get onto the metal device, which will propel you up to the higher ledges.

Go left first to collect the potions; you'll need them later! Next go to the right side of the higher level and use your freeze blasts to kill off the two floating Buddha type baddies, who're levitating up there.

Be careful that they don't back you into one of the two traps in the ground – it's best to fight them from either the far left or far right, as in the middle there's more danger, with the deathtraps to contend with as well.

Earth Boss

A doorway opens on the right – enter it. Prepare to fight a guardian: use somersaults, high kicks, high punches and flying combos but don't attack in one fierce burst, as he will trap you in his powerful arms. Instead, fight in bursts, back off and keep replenishing your health with the herbs and potions.

On the right, operate the switch on the wall. Jump on to the chandelier and it will take you to the second key. Grab it and head left.

Use the key under the rope with the correlating symbol – this will





open up some passage. Climb up the rope and keep going, when you reach the next rope, pass it and keep going left. Mount the spring and it will throw you up to the next section.

At the top is a monk to fight – kill him and get the key. Jump into the hole that opens up in the ground. Get a free life and go up on the other side of the fence.

Go right, across the rope and head through the obstacles to get herbs and a potion. Return to the rope and go up. Go right and use the third key.

Water

Head right – don't go down the first rope – and keep going right. At the second rope go up, then right, and fight the four armed guards. Climb up the next rope along, climbing until you can go no further – ignoring the small doorway halfway up for now. Go right and then up the next rope. Take the left entrance and you will arrive at checkpoint one, where you can collect the first key.

Return to the rope and double back. Go down the rope, left, down the next rope, left again, down the next rope and then enter the first tunnel entrance on the left. Run to the next vertical shaft and go down the rope until you arrive at the first entrance – this is



below the point where you started the level and above the ground of the vertical shaft. Now go right and then somersault over the electric eel, into the next vertical shaft and onto a rope. Go down the rope and head left. Fight the guard and use the key to open the door on the far left.

Enter the large silo-like circular room. Quickly get on top of the wooden barrel, as the room will swiftly fill with turbulent water – if you're not on the barrel you'll drown. Stay on the barrel as the water level rises. When the barrel eventually drifts to the left and stops next to an entrance, step off and arrive at checkpoint two. Here you'll find a triangular key – collect it.

Step back onto the barrel and the water level will lower, leaving you on dry land. Return to the nearest rope and climb up it, then head right – careful of the electric eel! Now go up, right, up, right and up the shaft halfway, then jump into the small doorway, where you will find the door which the triangular



key opens. Unfortunately, if you open the door and just stand there you will drown. Facing backwards, use the key and then run quickly out of the passage without hesitating!

Go down, left, down, left, down and right, cross the pool with the barrel and grab the key. Go back to the rope and go down. When you get to the bottom go right, up and right. Open the door.

Water Boss

He will juggle with you and if you duck or block he just whacks you! You have to stand and block and freeze him. When one freeze connects, attack in combos of six

Fire

The first enemy here is a guard who attacks you at incredible speed, so fast that you can barely see him approach. However, if you attack him accurately





he will not last more than a few blows. The Ice Clown move is useful here.

The next foe is a big muscle man – if he gets a grip on you, he'll toss you about like a rag doll, so don't let him in too close.

Jump over the steaming holes in the ground. Grab the golden artefact which is hovering over the first platform and you'll get a brief glimpse of the location that you're looking for, with a key over it. You can not take the artefact with you.

Just before you come out of the temple you must find and pull a lever, – you'll find it just before the exit. After pulling this a platform will lower. Run over and grab the platform and it will take you up to the first key. Now go right.

You will reach a rope, go down it and follow the path to the next key.



3x

KEY

URN

B COMBINE

A USE

R POWER UPS

WATER ICON

THIS IS ONE OF THREE ANCIENT SYMBOLS REPRESENTING THE POWERS OF WATER. THIS SYMBOL OPENS A DOOR WHICH EXISTS AT THE LOWEST LEVELS.

EXPERIENCE POINTS		1929
MAX PTS	CURRENT LEVEL	2375

Return to the rope and go up. Go right and keep heading to the right, cross the scales, go right, up the rope and right again.

Pull the switch and a platform will lower on the left. Pull the switch and then run left and get to the lower area. Grab the final key and pull the switch there and a platform will rise on the right. Run right, jump on it and go to the next exit door, where you can use all three keys.

Fire Boss

Be warned – this boss is 'unfreezable'. As he comes for you, foot sweep him and follow up with a six move combo.

as they defend themselves well, so it's best to use Ice Blasts to freeze them before disarming them.

Dodge the massive hammers striking the ground and do it quickly, as you are still under fire from another guard on the right. Once you've dealt with the



Prison

You'll have to fight off the two prison guards and they're armed with weapons that fire green energy-sapping bolts at you. It's hard to get close to them





last guard, the door on the right will open and a one-on-one fight will ensue with a deadly blade-hurling villain.

If you win, the door on the right opens and you will be at a checkpoint. You'll immediately come under fire from a man with a hand-held cannon. When you kill him and jump to the next platform a new guard appears and fires at you, so don't hang around. Make your way to the right and somersault off the last platform to the right. You may have to fight two hooded monks as well, who will prove a handful.

Eventually – when you get past the electrified gate – a sequence cuts in, where you get clobbered, captured and thrown in jail.

Undead Scorpion

Fight the undead Scorpion. Freeze him and follow through with combos. If he spears you, hold block.

Go right and grab the elevator key. Go left and up the first elevator. On floor one go right and collect the second key. Jump off the platform to the right. Land on an elevator. Go up to the second floor and go right – time to fight the Saw-Blade Robot boss.

Saw-blade Robot

Run in and use HK, HP and jump kick. Back out of range while he has a berserk moment and then repeat. Grab the key to level three and go left, back to the



elevator where the hammers are located. Now go up to the second floor and go right. Here you will find the elevator which will take you to the third floor. Take it and grab the Urn.

Run right and jump off the edge – you should land on the elevator. Go up and right. Go to the third floor on the next elevator and go right. Use the Urn of Strength and jump kick the statue of Shinnok quickly. It will fall and you can proceed.

Bridge

Head right and fall off the first edge – it's a blind jump. Another path will then become apparent, as you land on your feet. Follow the path down – once you have passed the electric gate you will challenge the Dinosaur Rider.

Dinosaur Rider

Wait for the dino to charge and then do a late jump kick. Do it one more time and then get out of the way. If the dinosaur decides to breathe fire at you, then you can jump in for just one punch and then get out. Be patient.

Grab the first key, go back up to the top and head right. It won't take long till you come up against boss two.

Mecha Flamethrower Armour

Try not to let him get too close or he'll bounce you all over the fence. Run up and high kick, then follow through with a swift jumping kick. Back out of range from his powerful arms. If he tries to move forward, run in and attack.

Grab the second key. Go right and grab the free life. Go right and jump over the spinning blades.

Machine Gun Mecha Armour

Use the same attack plan as with the previous Mecha Boss. However, note that you can not run through bullets like you could through fire.

Go right, jump straight off the boss platform and keep going right. Jump the first gap and fall through the following one.

Mecha Flamethrower Armour

Use exactly the same strategy as the previous Mecha Flamethrower boss.

Grab the third key and then take the elevator up. Go right, running past the tentacles so they can't get you. Jump over the spikes, fight the guards and use the keys. You're over the bridge!

Final Boss: Shinnok

Incredibly, you can't kill him! Wait for him to do a fireball and then freeze him. Run into the opposite portal and get behind him, freeze him again then go up to him and hit L1.

Grab the amulet and Shinnok will turn into a monster. Run to the portal that opens and watch the ending.

Congratulations, you've done it! 🎉



FIF Wor



A: Road to Id Cup '98

Possibly one of the most addictive and classic footie sims ever, **FIFA** can convert even the drippiest blouse-wearing schoolgirl into a salivating monster on the joypad. But there's more to being a professional footballer than passion alone — you'll need to hone your skills.

Selection

Strikers

Qualities to define are good speed, accuracy and power.

Midfielders

Creativity is important to keep the game flowing and stay in possession, having healthy stamina and good speed is also vital.

Goalkeepers

Aim for good awareness, passing and speed.

Sweepers

Speed, accuracy and stamina are all important.

Comb through the stats carefully before choosing. Details like team and player selection can make the difference between winning and losing.

Formation

Try not to randomly select a formation without comparing it to the qualities of your players. For instance, don't put everyone up front and attack wildly if you've opted for slower players with defensive quality, who are not prone to attack. Know your attack capability and match it accordingly with your formation. A generally good formation is 4-2-4, with one sweeper at the back and the diamond formation at the front.

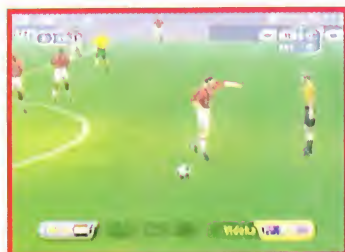
Strategy

If you want to be bloody minded and put everything on attack or everything on defence, it may pull off, if you're lucky, but it will most likely leave large areas open and puncture holes in your strategy. It's best to rest two-thirds of the way up the strategy bar — aggressive, but not totally defenceless.

Aggression

If in doubt, turn your team into a pack of psychopathic nutters. You may tire your opponents out and wear them down — whilst possibly sustaining some penalties and bookings in the process.





Your keeper, one midfielder and the striker in front of him are always a good choice to turn into 'Nutters'. However, keep an eye on their fatigue level and swap them after 45 mins, either with other people on the pitch or with subs.

Taking Kicks

Let the players' stats dictate who'll take kicks, corners and penalties.

Position

To fine tune the exact location of each player in your formation, use this feature to close defensive gaps and to force openings on your opposition.

Shooting

Play him for a dummy

Fool the keeper into a dive by running up to about three yards away from him. When he lurches for the ball, turn on your heels and then shoot at the goal. Although this is a neat trick, higher rated goalies will not fall for it.

The old one-two

Attack the goal with a player parallel to you on either the left or the right. Draw the goalie towards the first striker and then pass to the other, who should have an open goal to shoot into.

Kick it in

A good hardy lob just outside the penalty area may be enough. Alternatively, inside the penalty area, flick the ball into the net with a volley.

Curlers

Boot the ball in from the corner to just inside the 18 yard box and curl the ball towards the inside post.



Free kicks

Run a player in towards the keeper (press your shoulder button once) and lob the ball over that player – as the ball approaches, press your head-on button, and he will put it over the keeper. (Beware you don't drift offside)

Penalties

Keep the ball low and aim for the corners of the goal – the keeper will have greater difficulty saving these shots.

When the computer takes the penalty he will always place the ball in the opposite corner to the one he is facing.

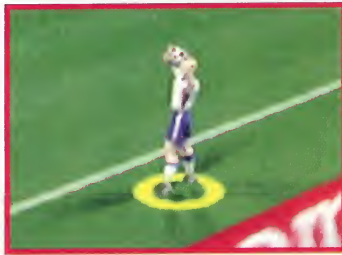
Marking

Look through your opponent's team and try to identify which strikers (or even midfielders) are likely to cause you the most trouble. However, avoid tying your whole team down to man-marking or you will have great difficulty scoring.

Tackling

Quite simply a matter of timing. Be warned; if you slide tackle a player while they're trying to head the ball, it will spell trouble but if you hang back a second you can take the ball while he's still trying to get on his feet. Sometimes it is worth waiting that extra moment or two before committing to the tackle. It may mean the player you're tackling is isolated as he tries to break for a run and more often than not, rushing in will end up in a miss at best and a booking at worst. Only jump a tackle





if you are being ganged up on by more than one player, up close – otherwise, side step or pass.

Passing

Your team will move up the field in one flowing movement. You should have support when moving up the field, although there will be subtle differences in the amount of support, depending on your original game plan.

Throw-ins

If you gain a throw-in near the opposition's goal then manoeuvre a player near the goal, throw the ball to that player and take a one-touch shot at goal. Basic common sense should prove the winning formula. If the ball is being thrown-in near your own goal don't try anything too fancy, just lob it away and out of the danger area.

One-touch


One-touch football is one of the most effective and fastest methods to gain ground up to the goal. If you master it and your formation is spread enough to cope with it then you can weave at speed through the defence and catch them off guard. After a goal kick is an ideal time to use one touch to clear the ball further.

Through balls

Making and using space is one of the most significant problems that all football managers and coaches at every level have got to help their players overcome. It will develop when you have an acute awareness of your surroundings. You will have to judge who is both nearest and fastest to the ball.

Foul play

Immensely satisfying when you are losing but could be costly. If your last chance before a possible goal is conceded is to take out a player, then it may be worth it – especially if it's near the end of the game. However, generally playing dirty is not a bright idea and will lead to bookings and 'sending-offs'. The advantages are causing injury to the opposition and preventing goals, but if your tackle leads to a penalty then you may regret your haste.

Less dirty, but equally stealthy ways of being dishonourable are open to you. For instance, when the other team's keeper drops the ball, slide in the way of his shot. You may block it, take the ball and have a chance at goal. If the keeper dives on the ball, try a soft tackle and you may come out with the ball – and an unprotected goal for some shooting practice. 

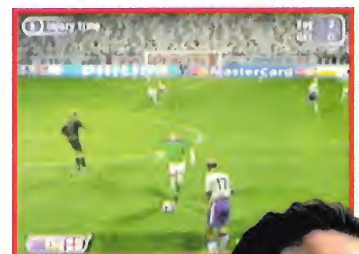
Know the score

Oi, Ref!

Make the crowd say "Boo!" Press the control pad (the cross-key) in any direction while in a two player match to make the crowd voice their disapproval

Show off

Goal animations: each 'C' button is responsible for a specific goal animation. If you immediately hold a 'C' button down after scoring a goal, the selected animation will occur. If you have a favourite animation, find which 'C' button it's assigned to and use it as your chosen way to celebrate



The Cheat Zone



Some people are never satisfied! You've got the world's best console with the best games that money can buy and you still want cheats? Oh, go on then...

AeroFighters Assault

Change Colours

On the plane select screen press the R button to change the colour scheme of your plane

Extra Pilot and F-15

On the title screen (where it says "press start") press Left C, Down C, Right C, Up C, Left C, Right C, Down C to access a secret plane **64**

Bomberman 64

Extra battle arenas

Go to the game selection screen and quickly press the Start button repeatedly. Do this until you hear a chime. You will now have access to these extra levels:

In the Gutter, Sea Sick, Blizzard Battle and Lost at Sea **64**

ClayFighter 63 1/3

Hidden Characters

Play as Dr. Kiln

At the character selection screen, hold L and press B, Left C, Up C, Right C, Down C, A on the Control Pad

Play as Sumo Santa

At the character select screen, hold L and press A, Down C, Right C, Up C, Left C, B on the Control Pad

Play as Boogerman

At the character select screen, hold L and press Up, Right, Down, Left, Right, Left on the Control Pad

Secret Options Menu

At the character select screen, hold L and press Up C, Right C, Left C, Down C, B, A, to enable a secret menu in the options screen

Stage Select

In the two-player mode, when the versus screen comes up, press Right C or Left C to change the stage

Random Select

Hold down the L and R buttons simultaneously at the character selection screen and a random Clayfighter will be chosen for you

Different Colour

In order to choose your Clayfighter's alternative colour, just press Bottom C (instead of the A button) to select your character **64**

Cruis'n USA

Some cheats to add that much needed breath of new life into the rather ordinary racer. They don't help out that much, but if you did buy it, these might cheer you up a bit!

Access to the Other Courses

By doing this cheat you'll have access to three of the levels that you race on when you 'Cruise the USA' but don't normally have access to on the regular, individual level select screen. This way you can race on the boards to try to beat your record times, without having to cruise the whole of the USA first.

The first thing you must do is go to the course select screen. Now hold down the following button combinations for different areas:

Golden Gate Park - Left C, Bottom C and L (on top of the controller)

Indiana - Top C, Right C and L (on top of the controller)

San Francisco - Right C, Bottom C and L (on top of the controller)

Access the Hidden Cars

You can select from a Jeep, Police Car and School Bus. The first thing you must do is go to the car selection screen. Now hold down Top C, Left C and Bottom C all at the same time.

If you hold down those buttons over the '63 Muscle Car (the leftmost car) then you can choose the Jeep

If you hold down those buttons over the La Bomba (second from the left) then you can choose the School Bus

If you hold them down over the Devastator VI (the grey car which is third from the left) then you can choose the Police Car. Holding those buttons down over the rightmost car will do nothing

Flashing Lights with Siren

The first thing you must do is select the Police Car or the School Bus. Next you can pick any track to race on. You must get a "Hot Time" on that course. After you put your initials in on the "Hot Times" screen, you must go all the way to the bottom of the "Hot Times" list. Now hold left for about 35 seconds (you'll see the rollers moving to the left). If you choose the police car or school bus, get a hot time and you're at the bottom of the list, a rather spooky disembodied head will come rolling across the screen, saying "I love this job." Exit the "Hot Times" screen and choose another board to race on. Once you've begun the actual race, press Brake, Brake, Accelerate fairly quickly. If you did everything correctly, the lights on your police car will be flashing and your siren will be going off, or the lights on the school bus will be going off.

Nitro Boost

This code is activated in the same way as the "Flashing Lights with Siren" code below. Get your name on the "Hot Lists", scroll to the bottom of the list, then hold down the left button for about 35 seconds, until the head comes rolling across the screen again. Using any car in any race, you can now get a Nitrous Boost by pressing Brake, Brake, Brake, Gas, Brake, Gas.

Please note: you can only use this once for every checkpoint passed. **64**

Dark Rift

Play as Sonork

At the title screen hit: L, R, Top C, Bottom C, Left C, Right C

Play As Demitron and Sonork

At the title screen hit: A, B, R, L, Bottom C, Top C

See The Character Endings

Aaron: At the title screen hit: Up, Left C, R, Right, Down, R, R, Left C

Demonica: At the title screen hit: Up, Left C, R, Right, Down, R, R, Top C

Demitron: At the title screen hit: Up, Left C, R, Right, Down, L, L, Bottom C

Eve: At the title screen hit: Up, Left C, R, Right, Down, R, R, Right C

Gore: At the title screen hit: Up, Left C, R, Right, Down, R, R, Bottom C

Morphix: At the title screen hit: Up, Left C, R, Right, Down, R, R, B

Nikki: At the title screen hit: Up, Left C, R, Right, Down, R, R, A

Scarlet: At the title screen hit: Up, Left C, R, Right, Down, L, L, Left C

Sonork: At the title screen hit: Up, Left C, R, Right, Down, L, L, Top C

Zenmuron: At the title screen hit: Up, Left C, R, Right, Down, L, L, Right C. **GH**



Diddy Kong Racing

The following cheats are entered at the 'Magic Codes' options. After you turn the game on, just go to Options, then to Magic Codes

MAGIC CODES:

BYEBYEBALLOONS

— All the weapons are disabled for the computer

TOXICOFFENDER

— All balloons are green

BODYARMOR

— All balloons are yellow

OPPOSITESATTRACT

— All balloons are rainbow

BOMBSAWAY

— All balloons are red

VITAMINB

— No limit to bananas

BOGUSBANANAS

— Bananas reduce speed instead of increase speed

NOYELLOWSTUFF

— Makes the bananas have no effect

BLABBERMOUTH

— Random character noises are played instead of a horn

JOINTVENTURE

— Two player adventure mode

ZAPTHEZIPPERS

— All the zippers will disappear

FREEFORALL

— Maximum power-up

FREEFRUIT

— Start with ten bananas

JUKEBOX

— Access the music menu

TIMETOLOSE

— Ultimate computer AI

TEENYWEENIES

— Small racers

DOUBLEVISION

— Select same player

WHODIDTHIS

— See game credits

OFFROAD

— Makes karts 4x4s

ARNOLD

— Large characters



GETTING DRUMSTIK:

In order to get Drumstik as a selectable character, you must first get all the amulet and TT pieces. Once you've done that and opened up the Wiz Pig face, you can get him. Here's how: go to the main outer world and look at the frogs that are hopping around the water. One will have little red rooster feathers on its head. Run over it, and Drumstik will appear, then you'll be put back in the centre of the field. Immediately go to quit game, then start a new game and you'll find Drumstik is between Diddy and Bumper. **GH**

Duke Nukem 64 — US Version Only

Cheat Menu

On the Main Menu screen press Left, Left, L, L, Right, Right, Left, Left

After entering the cheat menu code above try entering this to get all items R, Right C, Right, L, Left C, Left, Right C, Right

To get invincibility, press the R button seven times then press Left on the D-Pad

To switch all monsters off, enter the code to bring up the cheat menu (see above for details) and press: L, Left C, Left, R, Right C, Right, Left, Left, Right. You will hear a noise if the code has been entered correctly and you will now be able to turn the monsters on and off. **GH**

Doom 64

Demons getting you down? Monsters making you mad? Fear not! Here come the Total 64 team, armed with some top level codes and a secret super password

Skill Level — Be gentle!

Level 02: cdp8 9bj2 68zt svk?

Level 03: cxm8 9bjy 681t jvk?

Level 04: ddk8 9bjt683s 9vk?

Level 05: dxh8 9bjp685s 1vk?

Level 06: fdf8 9bjk687s svk?

Level 07: fxc8 9bjf689s jvk?

Level 08: gd78 9bc769br 7bk?

Level 09: gx88 9bc6 69dr 2bk?

Level 10: hd68 9bc2 69gr tbk?

Level 11: hx48 9bcy 69jr kbk?

Level 12: jd28 9bct 69lq 7bk?

Level 13: jx08 9bcp 69nq 2bk?

Level 14: kdy8 9bck 69qq tbk?

Level 15: kxw8 9bcf 69sq kbk?

Level 16: lft8 9bb7 69vp 7vk?

Level 17: lyr8 9bb669xp 2vk?

Level 18: mfp8 9bb269zp tvk?

Level 19: mym8 9bby691p kvk?

Level 20: nfk8 9bbt693n 7vk?

Level 21: nyh8 9bbp695n 2vk?

Level 22: pff8 9bbk697n tvk?

Level 23: pyc8 9bbf699n kvk?

Level 24: qf78 9bf767bm 7bk?

Level 25: qy88 9bf667dm 2bk?

Level 26: rf68 9bf267gm tbk?

Level 27: ry48 9bfy 67jm kbk?

Level 28: sf28 9bft 67ll 7bk?

Level 29: sy08 9bfp 67nl 2bk?

Level 30: tfy8 9bfk 67ql tbk?

Level 31: tyw8 9bff 67sl kbk?

Level 32: vbt8 9bd7 67vk 9vk?

Skill Level — Bring it on!

Level 02: cjpr 9bj1 68z? qvk?

Level 03: c1mr 9bjx 681? gvk?

Level 04: djkr 9bjs6839 7vk?

Level 05: d1hr 9bjn6859 zvk?

Level 06: fjfr 9bjj 6879 qvk?

Level 07: f1cr 9bjd 6899 gvk?

Level 08: gj7r 9bc9 69b8 8bk?

Level 09: g18r 9bc5 69d8 0bk?

Level 10: hj6r 9bc1 69g8 rbk?

Level 11: h14r 9bcx 69j8 hbk?

Level 12: jj2r 9bcs 69l7 8bk?

Level 13: j10r 9bcn 69n7 0bk?

Level 14: kjyr 9bcj 69q7 rbk?

Level 15: k1wr 9bcd 69s7 hbk?

Level 16: lktr 9bb9 69v6 8vk?

Level 17: l2rr 9bb5 69x60vk?

Level 18: mkpr 9bb1 69z6rvk?

Level 19: m2mr 9bbx6916 hvk?

Level 20: nkkr 9bbs6935 8vk?

Level 21: n2hr 9bbn 6955 0vk?

Level 22: pkfr 9bbj 6975 rvk?

Level 23: p2cr 9bbd 6995 hvk?

Level 24: qk7r 9bf9 67b4 8bk?

Level 25: q28r 9bf5 67d4 0bk?

Level 26: rk6r 9bf1 67g4 rbk?

Level 27: r24r 9bfx 67j4 hbk?

Level 28: sk2r 9bfs 67l3 8bk?

Level 29: s20r 9bfm 67n3 0bk?

Level 30: tkyr 9bfj 67q3 rbk?

Level 31: t2wr 9bfd 67s3 hbk?

Level 32: vgtr 9bd9 67v2 7vk?

Skill Level — I own Doom!

Level 02: cnn8 9bj0 680t nvk?

Level 03: c5l8 9bjw 682t dvk?

Level 04: dnj8 9bjr 684s 5vk?

Level 05: d5g8 9bjm 686s xvk?

Level 06: fnd8 9bjh 688s nvk?

Level 07: f5b8 9bjc 687s dvk?

Level 08: gn98 9bc8 69cr 6bk?

Level 09: g578 9bc4 69fr ybk?

Level 10: hn58 9bc0 69hr pbk?

Level 11: h538 9bcw 69kr fbk?

Level 12: jn18 9bcr 69mq 6bk?

Level 13: j5z8 9bcm 69pq ybk?

Level 14: knx8 9bch 69rq pbk?

Level 15: k5v8 9bcc 69tq fbk?

Level 16: lps8 9bb8 69wp 6vk?

Level 17: l6q8 9bb4 69yp yvk?

Level 18: mpn8 9bb0 690p pvk?

Level 19: m6l8 9bbw 692p fvk?

Level 20: npj8 9bbr 694n 6vk?

Level 21: n6g8 9bbm 696n yvk?

Level 22: ppd8 9bbh 698n pvk?

Level 23: p6b8 9bbc 697n fvk?

Level 24: qp98 9bf8 67cm 6bk?

Level 25: q678 9bf4 67fm ybk?

Level 26: rp58 9bf067hm pbk?

Level 27: r638 9bfw 67km fbk?

Level 28: sp18 9bfr 67ml 6bk?

Level 29: s6z8 9bfm 67pl ybk?

Level 30: tpx8 9bfh 67rl pbk?

Level 31: tv68 9bfc 67tl fbk?

Level 32: vls8 9bd8 67wk 5vk?

Skill Level — Watch me die!

Level 02: csnr 9bjz 680? lvk?

Level 03: c9lr 9bjv682? bvk?

Level 04: dsjr 9bjq6849 3vk?

Level 05: d9gr 9bjl 6869 vvk?

Level 06: fsdr 9bjg 6889 lvk?

Level 07: f9br 9bjb 6879 bvk?

Level 08: gs9r 9bc769c8 4bk?

Level 09: g97r 9bc3 69f8 wbk?

Level 10: hs5r 9bcz 69h8 mbk?

Level 11: h93r 9bcv 69k8 cbk?

Level 12: js1r 9bcq 69m7 4bk?

Level 13: j9zr 9bcl 69p7 wbk?

Level 14: ksxr 9bcg 69r7 mbk?

Level 15: k9vr 9bcd 69t7 cbk?

Level 16: ltsr 9bb7 69w6 4vk?

Level 17: l7qr 9bb3 69y6 wvk?

Level 18: mtnr 9bbz 6906 mvk?

Level 19: m7lr 9bbv 6926 cvk?

Level 20: ntjr 9bbq 6945 4vk?

Level 21: n7gr 9bbi 6965 wvk?

Level 22: ptdr 9bbg 6985 mvk?

Level 23: p7br 9bbb 6975 cvk?

Level 24: qt9r 9bf7 67c4 4bk?

Level 25: q77r 9bf3 67f4 wbk?

Level 26: rt5r 9bfz 67h4 mbk?

Level 27: r73r 9bfv 67k4 cbk?

Level 28: st1r 9bfq 67m3 4bk?

Level 29: s7zr 9bfl 67p3 wbk?

Level 30: ttxr 9bfg 67r3 mbk?

Level 31: t7vr 9bfb 67t3 cbk?

Level 32: vqsr 9bd7 67w2 3vk?

Super Password

Entering this code on the password screen will start you on the very last level with 100 health, 200 armour, all weapons, full ammo, backpack and the three pentagram items that enhance your laser gun, making it up to three times more powerful than the BFG9000. This weapon can apparently kill the last boss in four seconds.

W93M 7H20 BCYO PSVB

The pentagram items also let you use the three switches in the last level (letting you close all the gates that spawn the monsters) and make the laser shoot more quickly and strongly.

Credit goes out to Justin McWilliams for most of the Doom 64 stuff.

Visit his Website at: <http://www.geocities.com/Paris/7499/index.html> **GH**

Extreme G

Check out these codes for the fastest, most futuristic racer there is

Extreme Speed

For the ultimate challenge, try the Extreme Mode. Simply enter 'xtreme' as your name at the name selection screen (Contest Mode) and it cranks up the speed even more. Combine with Fisheye for some insane action

Extremely Ghostly

Enter the word 'ghostly' at the name entry screen (Contest Mode) and all the track polygons will be transparent. You can now see right through the walls and even through the very ground you race on

Magnify Mode

Enter the word 'magnify' at the name entry screen and your view will be strangely distorted (magnified). Your bike is now at the very bottom of the screen and everything will seem huge

Race Upside Down

Enter the word 'antigrav' at the name entry screen (Contest Mode) and you will finally be able to race upside down without standing on your head...

Stealth Mode

Enter 'stealth' at the name entry screen (Contest Mode) and you will hear a confirmation sound. Now start a race and all drivers should be invisible, though you can still see their shadows and weapons

The Ultimate Bike: Neon

Finish the final circuit and you get Neon, the best bike in the game. All attributes are completely maxed out, including speed, shields and handling. You can also cheat your way onto it (see below)

Ugly Mode

Enter 'uglymode' at the name selection screen (Contest) and you can see what *Extreme G* would look like without mip-mapping and texture transparencies. Very PSX-ely...

WireFrame Mode

Want to know what a Colour Virtual Boy version of *Extreme-G* would look like? Start a new Contest and enter your name as 'wired'. This will eliminate all textures and only give you wireframes

Ride the Roach

Finish *Extreme G's* Contest Mode on Meltdown and you receive Roach, an extremely high-performance racing machine. Use it to exterminate your enemies!

Fisheye Lens

If *Extreme G* is still not fast enough for you, how about an optical trick that makes the scenery fly by even faster? Go to the 'Contest' mode, enter your name (press R, then press R to switch to lower case) and enter the word 'fisheye'. You will hear a confirmation code to tell you that the trick worked. The screen will be distorted (like with a fisheye lens) giving an even greater feeling of speed

Race as a Boulder

Extreme G lets you transform your bike (and everyone else's) into a rolling boulder! Start a new Contest and at the bike selection press R - this brings up the name entry mode. Press R again to switch to lower case, enter the word 'roller' (no caps) and you should hear a confirmation sound. Start the race and get ready for a different kind of *Boulder Dash*...

Quit and still win

Enter your name as 'RA50' at the name selection screen. If you quit out of a race the computer will still register you as a winner

Race as the *Extreme G* Team

Enter your name as 'XGTEAM' at the name entry screen and then go back and change it to one of the first names of the game's programmers - you'll find these in the credits in the manual. Now start a race and you'll see the faces of the development team on top of the bikes

Shoot Fergus

Enter your name as 'FERGUS' then go to the game's shoot-'em-up mode. You will then get to shoot Fergus McGoven, director of Probe!

Ultimate Password

Enter 81GGD5 at the password screen to unlock both the hidden bikes and a special hidden track

Drive the Neon bike and open all courses

Go to the options menu and enter the password 61GG85 to open all the tracks and ride the Neon bike

Weapons Cheat

To receive weapons whenever you want, enter your name as 'arsenal' in the name selection screen in the Contest Mode

Slippery Track

Enter your name as 'banana' at the name entry screen in Contest Mode

Unlimited Turbo Boosts

Enter your name as 'nitroid' on the name selection screen **64**

F1 Pole Position

Extra Car

When you have become World Champion, reset your Nintendo and hold down both the A and B buttons when the Control Pak screen comes up. Now go to the car selection screen and you will have a special Ubi Soft car **64**

Goldeneye 007

To access the built in cheat menu in *Goldeneye* you must activate the cheats by completing each of the levels within a specified time. You cannot enter any controller codes to activate them. See below for details:

Level	Cheat	Difficulty	Time
Level 1	Dam	Paintball Mode	Secret Agent 2:40
Level 2	Facility	Invincibility	00 Agent 2:05
Level 3	Runway	DK Mode	Agent 5:00
Level 4	Surface	2x Grenade Launcher	Secret Agent 3:30
Level 5	Bunker	2x Rocket Launcher	00 Agent 4:00
Level 6	Silo	Turbo Mode	Agent 3:00
Level 7	Frigate	No Radar (Multi)	Secret Agent 4:30
Level 8	Surface2	Tiny Bond	00 Agent 4:15
Level 9	Bunker2	2x Throwing Knives	Agent 1:30
Level 10	Statue	Fast Animation	Secret Agent 3:15
Level 11	Archives	Invisibility	00 Agent 1:20
Level 12	Streets	Enemy Rockets	Agent 1:45
Level 13	Depot	Slow Animation	Secret Agent 1:30
Level 14	Train	Silver PP7	00 Agent 5:25
Level 15	Jungle	2x Hunting Knives	Agent 3:45
Level 16	Control	Infinite Ammo	Secret Agent 10:00
Level 17	Caverns	2x RC-P90s	00 Agent 9:30
Level 18	Cradle	Gold PP7	Agent 2:15
Level 19	Aztec	2x Lasers	Secret Agent 9:00
Level 20	Egyptian	All Guns	00 Agent 6:00

There are also some weapon cheats that are activated by simply completing certain levels. For completing Janus Base and Antenna Cradle on Agent level you will be given the Magnum. Complete Aztec complex on Secret Agent level to gain access to the Moonraker Laser and finish the Egyptian Temple to get the Golden Gun.

To get the extra missions on the one player game, complete the game at Secret Agent for the Aztec level and finish the game on 00 Agent level to get the Egyptian level.

To access the hidden multiplayer characters just complete the game on Agent level. The characters include Mayday (from *A View to a Kill*), Oddjob (from *Goldfinger*), Jaws (The Spy Who Loved Me) and Baron Samedi (Live and Let Die). You will also be able to choose from any of the characters included in the game, including some extras such as the Moonraker Scientists. **64**

Hexen 64

To access the cheat menu, pause the game and enter the following combination: Up C, Down C, Left C, Right C. The word 'Cheat' should now appear at the bottom of the menu. By selecting this you'll see a list of cheats, each of which requires a new combination to be quickly entered:

Invincibility Left C, Right C, Down C	Walk Through Walls Up C (20 times), Down C	Level Select Left C, Left C, Right C, Right C, Down C, Up C
Kill All Enemies Down C, Up C, Left C, Left C	Full Health Left C, Up C, Down C, Down C	

Entering the Collect sub-menu will give you another list of cheats, again all requiring their own combinations:

All Keys Down C, Up C, Left C, Right C	Full Health Up C, Right C, Down C, Up C
Full Health Right C, Up C, Down C, Down C	Full Health Up C, Left C (three times), Right C, Down C (twice) 64

J-league / ISS Soccer

Probably the best Football game ever has just got a little bit silly!

Two New Teams

There are two ways that you can get these two new teams. Firstly, you could play through and beat the league mode – which is bleeding hard – or alternatively simply enter the following code at the title screen:

Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A and then hold down Z and press Start. Now, that was much easier, wasn't it?

Big Head Players

To increase the size of your players' heads, a la *NBA Jam*, just enter the following code at the title screen: Up C, Up C, Down C, Down C, Left C, Right C, Left C, Right C, B, A and then hold down Z and press Start. This doesn't change the gameplay but is nicely daft! **64**

Killer Instinct Gold

Get all the bonus options – without having to have your screaming butt kicked every time first!

Access All Options

To be able to access all of the game's level options without beating the game on the higher difficulty levels, wait for the character profiles to come up. Now press Z, B, A, L, A, Z. (That's the L button on the top left of the controller).

The announcer will say 'Perfect' if you did it correctly

See the Ending Credits Without Beating the Game

To check out the ending credits without beating the game (note: the credits only, you do not see any character's ending) wait for the character profiles to come up. Now press Z, L, A, Z, A, R. (That's the L and R buttons on top of the controller.) You'll see the game's credits come up if you did it correctly

Play as Gargos!

To play as Gargos, wait for the character profiles to come up. Now press Z, A, R, Z, A, B. (That's the R button on top of the controller.) Gargos will laugh if you've done it right

Play on the Sky Stage

To access the Sky Stage, both players must press Down + MK when they select their character. All subsequent battles will then continue to be on this stage until you decide to select a different battle arena **64**

Madden 64

Hidden Team

To get the secret team enter the code TIBURON in Season Mode, Front Office, Create Player Name. Select Continue and SAVE, then back up (B) twice. Next select Exhibition Mode and you will be able to pick a large team

Ending Sequence

Hold L, R and Z as soon as the EA logo appears. If done correctly the end sequence will then appear immediately **64**

Mario Kart 64

A couple of cheats to spice up your copy of *Mario Kart 64* – not that you could really improve on this fella!

Race Against Course Ghosts

Mario Kart 64 has three perfect time trial boards. Secretly programmed into the game are some "course ghosts" that represent the development team's best time trial runs for those boards. The ghosts will follow the path that corresponds with their time.

First go into the Time Trial mode and pick your player. Next, choose one of the levels below and get a time better than listed.

Luigi Raceway – under 1'52"00

Mario Raceway – under 1'30"00

Royal Raceway – under 2'40"00

All of the course ghosts are automatically saved to your cartridge.

Boost Trick

Hold down the R button to slide around a corner and, continuing to hold down the button, 'steer' the joystick to the opposite



direction and back. If done correctly, the smoke will change from white to yellow. Repeat the 'steering' motion and the smoke should change from yellow to red. Once the smoke is red, let go of the R button. If you have your speedometer on screen, you'll notice your speed go up for a few seconds

Mirrored Tracks

Gain a first place position on every cup in the 150cc class. After you reset your machine, the title screen should have changed. Now go into GP mode and you'll find a new option – extra. Wham, bam – you can now race on mirrored tracks!

Speed Burst

As soon as the starting lights turn blue, hit the gas and hold it. You should now be able to achieve the speed burst that you need to get ahead! **64**



NFL Quarterback Club '98

You must enter these cheats on the cheat menu (obviously) and you can only enter and use one cheat at a time

GLYTHMD

Makes the players huge. This also makes the commentator's voice become deeper!

RNLDSWZNGR

Will make your running backs run slowly but will also make them almost impossible to bring down

SMLMDGT

Shrink mode! Makes all of the players tiny

BBMNTBL

This code stretches your players

JPNMWR

This does the opposite of the above cheat, creating fat, squashed players

WLTPRYTN

Turns all of your running backs into Walter Payton. Apparently he was a bit good!

DWNRV

Gives you an unlimited number of downs

MCHJNSN

Makes all of your players as fast as

Michael Johnson

GTNNDS

Gives your players butterfingers.

The result: more fumbles!

SPRSLYD

Makes the playing field rather slippery

STYCKYHNS

Improves your players' catching skills

BRDWYNMTH

Gives you an excellent quarterback

CRLLWYS

Enables your team to jump as far as Carl Lewis

BGBFYFF

Makes players stronger and faster

LWYSTPSS

Always tip the ball

LDSTRTRK

Beam the Ball trick

PBYBYMD

Crawlers

LLDFSC

Defence sucks

YLCTRCFB

Electric football mode

BGSPRDV

Greater dive distance

BGBFYDF

Maximum defence

YNSTYNS

Maximum discipline and awareness

BGBFYFF

Maximum offence

TGHTGRP

No turnovers

LLFFSCK

Offence sucks

8DWNRV

Players get eight downs

STNTXTM

Secret quickplay teams

SNWSLDS

Super turbo mode

FRMBYFRM

Slow motion mode

BGTWSTRS

Spinning ball carrier

SPRBGRMS

Super players

(100 yard code)

SPRTMMD

Super team mode

SPRTBMD

Super turbo mode

SPRDPRCKL

Tackle always

NBCTCKLS

Turn off tackle ball carrier

LLCHTSFF

Turn off all cheats

MNFLDM

Up-and-over madness

PWHYRMN

Wimpy players

TRNTDLFR

Zero quarterback accuracy **64**



NBA Hangtime

Show off to all your mates with all the cheats you'll ever need for the NBA's version of the classic basketball game, *NBA Jam*

Player Clones

Fancy having two Dennis Rodmans on one team (and double the cack hairdos)? By using this cool clone code, you can now achieve your goal by cloning your favourite players.

To access a clone, just enter their last name – see list below – and '0000' for the PIN number. For example – enter Rodman as your name and 0000 as your PIN to access the clone. Here's a listing of all of the duplicate players available:

Ahrdwy	(Penny Hardaway)
Cliff	(Cliff Robinson)
David	(David Robinson)
Dream	(Hakeem Olajuwon)
Elliot	(Sean Elliot)
Ewing	(Patrick Ewing)
Glenr	(Glenn Robinson)
Ghill	(Grant Hill)
Hgrant	(Horace Grant)
Johnsn	(Larry Johnson)
Kemp	(Shawn Kemp)
Kidd	(Jason Kidd)
Malone	(Karl Malone)
Miller	(Reggie Miller)
Motumb	(Dikembe Mutumbo)
Mourng	(Alonzo Mourning)
Mursan	(Gheorghe Muresan)
Pippen	(Scottie Pippen)
Rodman	(Dennis Rodman)
Rice	(Glen Rice)
Smits	(Rik Smits)
Stackh	(Jerry Stackhouse)
Starks	(John Starks)
Webb	(Spud Webb)
Webber	(Chris Webber)

Hidden Players

As with *NBA Jam*, you can access a huge amount of secret player characters, some of which are a tad bizarre!

The name that you should enter is in bold. The PIN number you need to enter is in yellow.

Amrich (Dan Amrich)	2020
Bardo (Bardo)	6000
Carlos (Carlos Pesina)	1010
Daniel (Dan Thompson)	0604
Danr (Dan Roan)	0000
Divita (Sal Divita)	0201
Eddie (Eddie Ferrier)	6213
Eugene (Geer)	6767
Jamie (Jamie Rivett)	1000
Japple (Japple)	6660
JC (John Carlton)	0000
Jfer (Jennifer Hedrick)	0503
Jonhey (Jon Hey)	6000
Kombat (Ed Boon)	0004
Marty (Martinez)	1010
Mednik (Mednik)	6000
Minife (Minife)	6000
Morris (Air Morris)	6000
Mortal (John Tobias)	0004
Munday (Larry Munday)	5432
MXV (Vinikour)	1014
Nick (Nick Ehrlich)	7000
Nfunk (Neil Funk)	0101
Patf (Pat Fitzgerald)	2000
Perry (Matthew Perry)	3500
Quin (Kevin Quinn)	0330
Root (John Root)	6000
Shawn (Shawn Liptak)	0123
Sno (Sheridan Oursler)	0103
Turmel (Mark Turmell)	0322

Access Secret Play Modes

The following codes are entered at the 'Tonight's Matchup' screen. You use the Turbo button to control the first number, the Shoot button to control the second number, and the Pass button to control the third number. Basically, it's much like the Kombat Kodes in *MK Trilogy*.

025 – Baby Sized Players
048 – No Music
111 – Tournament Mode
120 – Fast Passing
273 – Stealth Turbo
390 – No Pushing
461 – Unlimited Turbo
552 – Hyper Speed
610 – No Codes Allowed
616 – Block Power
709 – Quick Hands
802 – Maximum Power
937 – Goal Tending

Further Secret Codes

To enter all of the following codes, just enter the sequences below whenever the screen switches from team select over to 'Tonight's Matchup'.

The cheat box should flash if you have entered them correctly.

Big Heads

Hold Up, press Turbo and Pass at same time

Huge Heads

Up, Up, Pass, Turbo

Shot Percentage On

Rotate D-Pad clockwise, starting with Up

No Tag Arrow

Left, Left, Pass, Turbo

No Drift

Down, Down, Shoot, Turbo

No CPU Assistance

Hold Right (on the D-Pad) and press

Pass, Pass

Rooftop Jam

Hold Left, then press Turbo three times

All-American Basketball

Hold Right (on stick) and press shoot,

turbo, pass

Random Team Select

To have your team selected for you (you lazy people!) press Up and Turbo at the team select screen and the hard choice will be made.

Change Rodman's Hair Colour

While at the team selection screen, go to the Chicago Bulls and press the PASS button to change the big man's hair to different crazy colours. **64**

Pilotwings 64

An excellent flying aim, with excellent cheats and of course, an excellent cheat section!

Find the Birdman Stars

To play as the birdman, fly through one of the special stars that's located on the following levels:

Holiday Island

Found under the natural arch on the beach

Crescent Island

Found in a hidden cove on the beach

Little States Island

In Central Park in New York

Arctic Island

Deep inside the cave, down at the base of the waterfall

We suggest that you use the Jet-Pac to find these areas

Get a Perfect 100 on Jumble Hopper

Jump between the building you start on and the building in front. You should notice a doorway on the building in front. Go through this into the Nintendo building and out of the other doorway. As you leave the building you will be teleported to near the end of the level. You can get a top score of 100 every time. **64**

San Francisco Rush

Attempt to Resurrect in Place

On the setup screen hold Z and press Left C, Right C, Right C, Left C

Auto Abort Disable

On the setup screen press Up C, Up C, Up C, Up C (quickly)

Change Rear Tyre Size

On the car select screen press Right C, Left C, Left C, Right C (enter again to vary tyre size)

Change Front Tyre Size

On the car select screen press Left C, Right C, Right C, Left C (keep entering to vary the tyre size)

Change Gravity

On the set-up screen hold Z and press Up, Down then let go of Z and press Up, Down, Up, Down (you can change back to normal by reentering the code)

Change Viewing Distance

Hold L and press up or down on the control stick while playing the game

Disable Car Collisions

On the setup screen press Left, Right+ Right C, Up C, Left C, Down C, Z

Foggy Night

On the options screen during gameplay select 'extreme fog' with all C buttons held down

Fog Colour

On the car select screen hold Z and press Down C, Down C, Down C

No Game Driver

On the setup screen hold Z and press Down C, Up C, Up C, Down C

Turn Car into Mine

On car select screen press Right C, Right C, Z, Down C, Up C, Z, Left C, Left C

Turn off Track Textures

On the setup screen press Right C+L, Z, Right C+L, Z

Change Car Size

On the car select screen press Down C, Up C, Up C, Down C (quickly)

Drive Cab

Get half the keys on any course to unlock the cab. There are six to eight keys on each track and the car they unlock is exclusive to that track

Drive Hot Rod

Getting all the keys on any course will unlock the hot rod

Turn Cones into Mines

On set-up screen press L, R, L, R, L, R (quickly)

Upside down tracks

On set-up screen press Up, Right, Down, Left, Down Right, Up, Left **64**

Shadows of the Empire

Maybe it's worth collecting all those pesky challenge points in this awful Star Wars cash in after all!

Challenge Points

Collect all the challenge points on the Easy setting – during the game hold down the camera button for five seconds and you get the Leebo Scanner

Collect all the challenge points on the Medium setting and during the SkyHook Battle stage hold down the camera button for five seconds and you can fly as an X-Wing. Hold down the button for another five seconds and you can fly as a TIE Fighter. If you hold down the button for another five seconds, you'll go back to the Outrider

Collect all the challenge points on the Hard setting and in the game you will get invincibility for 30 seconds and start with all weapons

Collect all challenge points on Jedi setting and the Wampas from the "Escape from Echo Base" stage will follow you and attack your enemies for you – that way at least he's on your side! **64**



Super Mario 64

Some bizarre secrets, all contained in the best platform game ever!

Hat Trick

Go to Snowman's Land (Course 10). Once you're there, get to top up by the snowman's head, as if you were about to cross the ice bridge with the big penguin's help. Now, go ahead and let the snowman's breath blow you off the bridge. Your hat will fall off – don't go and pick it up!

Take Mario past the grey star spot, the small pop-up snowman, and towards the two pine trees. The second tree of the two is a teleport, so use it. Now step back and teleport again – do this at least three times.

Once you've teleported a few times, go back to your hat and look at it carefully. Examine it from all sides. What you'll see is a bunch of hats stacked up on each other. Pick up one hat and Mario will put it on his head, whilst the other hats will still stay on the ground! Now, pick up the other hats and Mario can now carry them all around with him!

He can now kill baddies with them, plus he won't put it back on until you either teleport with him, get a star, or leave the level – time for fun!

Control the Ending Camera

During the ending sequence after you beat Bowser, you can control the camera if you have a second controller plugged in.

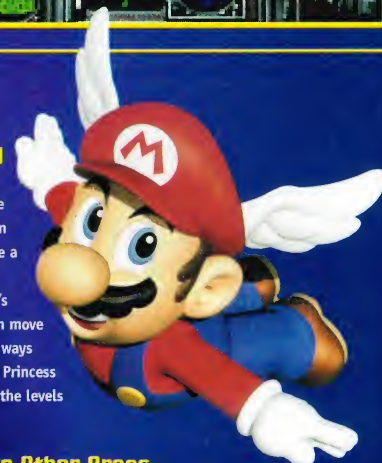
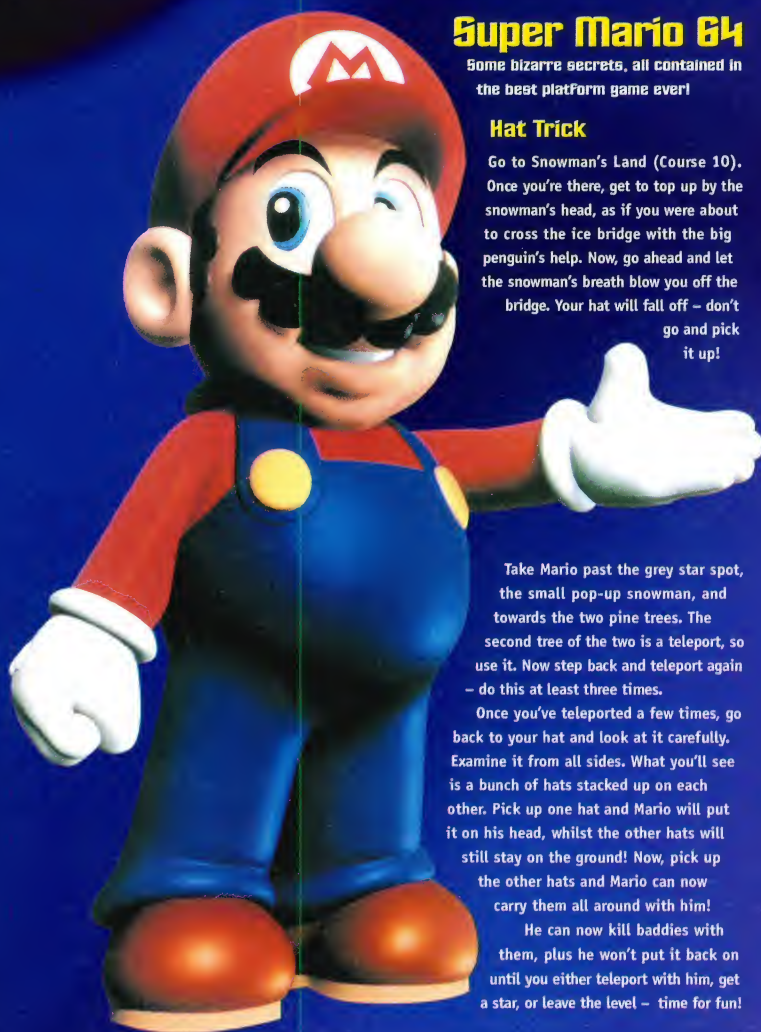
Now using controller two's analogue control stick you can move the camera in many different ways during the sequence with the Princess and also during the re-cap of the levels you've seen.

Carry the Rabbit to Other Areas

Find a door which you can easily go in and out of. After going through the door, quickly execute a jump kick, back at the door. Usually you'll go through the door completely, without opening it. However, if you time it right, half of Mario will be on one side and his other half will be on the other side. There is a situation in which you can actually do something weird with this trick. If you manage to find the rabbit in the basement and catch him, don't collect his star. Instead, carry him to a door and put him down just in front. Go through the door and try the jump kick trick mentioned above until you get Mario on both sides of the door. Now pick the rabbit back up and set him down on the other side of the door. Go through the door – you can carry the rabbit to some other parts of the castle. This serves no real point at all though...

Turn Butterflies into One-Ups

For Course 2, Course 12 and Course 13. Sometimes a bunch of butterflies will come out of the grass or trees. If you punch the butterflies, they turn into bombs that chase you. They will then either simply explode or else turn into one-up mushrooms – which is always handy! **64**



Tetrisphere

To enter these cheats you must first activate the extra 'characters' on the screen where you enter your name. To do this hold the left shoulder button, whilst holding down the right and down 'C' buttons. Now enter the following names to activate the cheats:

Extra music

G (alien's head) MEBOY

Secret Game

LINES

Level Select

Enter the bottom five characters from left to right – SATURN, SPACESHIP, ROCKET, SKULL AND HEART

Vortex

Type in VORTEX then hold down the shoulder buttons and press RESET on your N64. Keep the RESET button held down in order to see the 'Vortex'. Wow! **64**



Top Gear Rally

Remove Bi-linear Filtering

While playing the game press B, Left, Right, Up, Left, Z, Right

Rainbow Mode

While playing the game press Down C, Z, B, Up, Up, Right

Beachball Car

Finish the fourth year and you will receive the Beachball Car

Mirror Cars

Finish the fifth year and a new 'Easter egg' will allow you to change your car texture to mirror. Simply press the Down C button on the car selection screen to access it **64**

Turok: Dinosaur Hunter

Here are some excellent cheats for one of the best games we have ever seen. Now all the secrets are yours for the picking.

Alas, we haven't got a cheat to stop those bleeding T-Rexs from scaring the pants off you!

Enter all of these codes at the cheats screen:

DLKTDR – Pen and Ink Mode (black and white wireframes)

SNFFRR – Disco Mode (strobe lights and disco dancing enemies)

FRTHSTHTRLSCK – Infinite Lives

THBST – Gallery (view, scale and rotate all 3D enemies)

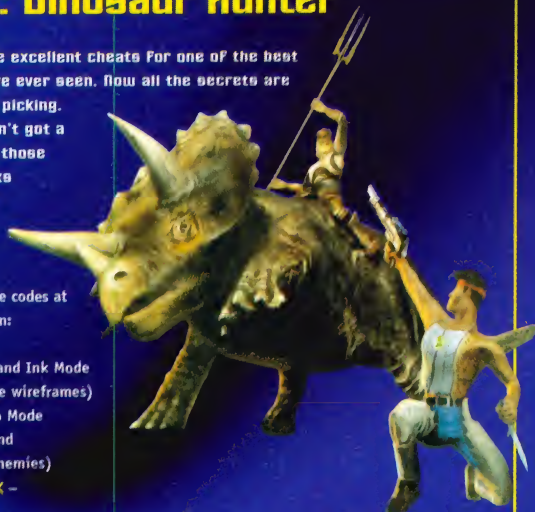
FDTHMGS – Show Credits

THSSLKSL – Spirit Mode (gives invincibility and slow moving enemies)

CMGTSMGGTS – All Weapons

BLTSSRRFRND – Unlimited Ammo for weapons

After you have entered one of the above cheats, you will now be able to access a new option called "Cheat Menu." Enter this option and you can now select whether to turn each cheat ON/OFF **64**



Wave Race 64

Have you ever fancied riding on the back of a dolphin? Well here's your chance!

Reverse Tracks

To open up the "Reverse" mode, you must get a first place overall on the Expert level of difficulty. After that a new, fourth option called Reverse will appear underneath Expert. You will now be able to race backwards on the tracks.

Massive Scores

To rack up huge amounts of points on the stunt courses, press the pause button as soon as you complete a stunt. If you do it right, all the sounds should stop except for the announcer's usual inane banter. Usually if you press pause at the exact moment you hit the water, you should be OK, but the idea is to press pause the instant the announcer starts wailing. If you do it right, you should get tons of points, racking up massive scores for easy tricks.

Use the Same Racer in Two-Player Mode

This cheat allows both players to have the same racer and the same outfit in the two player mode. First, use controller two to decide which racer you are going to use in the Vs. Mode, and make sure that the first player's cursor is on an adjacent racer. Press up on controller two and press Start to have player one's default colour.

Now, on controller one, press right (or left) and Start at almost the same time. If you do this correctly, you can start the race with both players having the same outfit.

New Stunts

Double Flip Stunt

First get some speed with the jet ski. When you are on the ramp, tap up at the top of the ramp and hold down to do your flip. Instead of making the character do one complete flip, hold the down button longer so that he does another turn. If you have done it correctly he will land perfectly and ride on without falling off.

Helicopter Stunt

This is a variation of the flip, where you spin sideways. When you are going on the ramp, turn sharply diagonal left-up or right-up, then hold down to do a sideways flip.

Helicopter into a Flip Stunt

Do the helicopter stunt as listed above but hold the down button for longer. It will look like he does a helicopter move, but then he will rotate so he's in an upright position and do another flip.

Triple Flip

You need a lot of speed and a lot of air to do this. Tap up at the top of the ramp, start doing the flip and hold down. You need a lot of speed for this one, so do not try to do any turns as they will slow you down or stop you completely.

Dolphin Racer!

To be like that horrible kid in Flipper, follow these directions:

Select the Stunt Mode and play in Dolphin Park. From there you need to go through all the rings and do all the stunts (see the list below) which include diving underneath the water from a ramp. If you did everything correctly, you'll hear the dolphin squeaking when you cross the finish line.

Dolphin Tricks

HANDSTAND

(off throttle – press down and up)

SPIN, IE. "BACKWARDS RIDE"

(off throttle – move the stick clockwise)

STAND

(off throttle – move stick counter-clockwise) + Somersault (hold down)

ROLL LEFT

(off ramp – tap right and hold left)

ROLL RIGHT

(off ramp – tap left and hold right)

FLIP

(off ramp – hold up then quickly press down)

DIVE

(off ramp – hold down then quickly press up)

Now exit and select Championship Mode and then Warm Up. When selecting a character, hold down on the analog stick and when you start you'll be riding a dolphin!

Speed Burst

Try to press and hold down the gas button, right before the announcer says, "Go!" If you can time this correctly and hit the gas just right, you'll gain a perfect start and a valuable speed advantage **64**



DATEL CODES

Ever wanted to get more out of your games or just feel the need to cheat to get all of those hidden secrets? If the answer is yes, then the Datel Action Replay Cartridge could be for you. As a new section to our Cheat Zone, we present a full listing of Datel Codes for UK games.

What is A Datel Cartridge?

Quite simply this is a device that slots between your game cartridge and the N64. It enables you to enter the codes printed below and thus access these cheats. The Datel Action Replay Cartridge can be purchased from most good computer game stores for around £45.

UK CODES

BOMBERMAN 64

1	Infinite Lives	802AC617 0063
2	Stop Timer	802AC633 0000
3	Infinite Credits	802AC61B 0063
4	Press PAR Button For 99 Gems	882AC61F 0063

EXTREME G

1	Infinite Turbos	801651CB 0003
		801651CF 0003
2	Have 255 Race Points	80169837 00FF
3	Have Roach Bike	8016983F 0008
4	Have Neon Bike	8016983F 0009
5	Anti-Grav + Fish Eye Lens	80097687 000A
6	Anti-Gravity Mode	80097687 0008
7	Boulder Mode	80097687 0001
8	Boulder Mode + Fish Eye Lens	80097687 0003
9	Boulder Mode + Wireframe Mode	80097687 0011
10	Extreme Mode	80095F6E 0002
11	Fish Eye Lens	80097687 0002
12	Ghost Mode	80097687 0040
13	Magnify Mode	80097687 0004
14	Stealth Mode	80097687 0020

FIFA 64

1	No Of Goals Player 1	80119043 00XX
2	No Of Goals Player 2	80119047 00XX

GOLDENEYE 007

DAM

1	Infinite Health	810BA3DC 3F80
2	Infinite Ammo	800BAB97 0007

FACILITY

3	Infinite Health	8109D7DC 3F80
4	Infinite Ammo	8009DF97 0007

RUNWAY, SURFACE a & DEPOT

5	Infinite Health	810C07DC 3F80
6	Infinite Ammo	800C0F97 0007

BUNKER a, b & SILO

7	Infinite Health	8109AFDC 3F80
8	Infinite Ammo	8009B797 0007

FRIGATE

9	Infinite Health	810ADBDC 3F80
10	Infinite Ammo	800AE397 0007

SURFACE b

11	Infinite Health	810CCFDC 3F80
12	Infinite Ammo	800CD797 0007

STATUE

13	Infinite Health	810AC7DC 3F80
14	Infinite Ammo	800ACF97 0007

ARCHIVES, CAVERNS & CRADLE

15	Infinite Health	810CCC3C 3F80
16	Infinite Ammo	800B4797 0007

STREETS

17	Infinite Health	810BDFDC 3F80
18	Infinite Ammo	800BE797 0007

TRAIN, JUNGLE & CONTROL CENTER

19	Infinite Health	810A77DC 3F80
20	Infinite Ammo	800A7F97 0007

HEXEN 64

1	Invincibility	8113F11C FFFF
2	Always Have Axe/Staff/Frost Shards	8013F147 00FF
3	Always Have Hammer/Firestorm/ Arc of Death	8013F149 00FF
4	Always Have Quietus/ Wraithverge/Bloodscourge	8013F14B 00FF
5	Infinite Blue Mana	8013F14D 00CF
6	Infinite Green Mana	8013F14F 00CF
7	Have All Items And Artifacts	

(See Note below)

8013F119 0020	8013F091 0001
8013F093 00FF	8013F095 0002
8013F097 00FF	8013F099 0003
8013F09B 00FF	8013F09D 0004
8013F09F 00FF	8013F0A1 0005
8013F0A3 00FF	8013F0A5 0006
8013F0A7 00FF	8013F0A9 0007
8013F0AB 00FF	8013F0AD 0008
8013F0AF 00FF	8013F0B1 0009
8013F0B3 00FF	8013F0B5 000A
8013F0B7 00FF	8013F0B9 000B
8013F0BB 00FF	8013F0BD 000C
8013F0BF 00FF	8013F0C1 000D
8013F0C3 00FF	8013F0C5 000E
8013F0C7 00FF	8013F0C9 000F
8013F0CB 00FF	8013F0CD 0010
8013F0CF 00FF	8013F0D1 0011
8013F0D3 00FF	8013F0D5 0012
8013F0D7 00FF	8013F0D9 0013
8013F0DB 00FF	8013F0DD 0014
8013F0DF 00FF	8013F0E1 0015
8013F0E3 00FF	8013F0E5 0016
8013F0E7 00FF	8013F0E9 0017
8013F0EB 00FF	8013F0ED 0018
8013F0EF 00FF	8013F0F1 0019
8013F0F3 00FF	8013F0F5 001B
8013F0F7 00FF	8013F0F9 001C
8013F0FB 00FF	8013F0FD 001D
8013F0FF 00FF	8013F101 001E
8013F103 00FF	8013F105 001F
8013F107 00FF	8013F109 0020
8013F10B 00FF	

Note: As you can see the list of codes for 'Have All Items/Artifacts' is quite long. I am a bit dubious about giving these codes out at the moment. This is because the GameShark at the moment will only activate 15 codes at a time (though a new patch is coming soon!) but as you can see, there are five times that amount of codes above. As you will know from Hexen, to select an Artifact you move along a scrolling bar until you reach the item you would like to use. From the above codes you will see the first code is 8013F119 0020. This code opens the appropriate amount of slots in the activation bar. This particular code will open 32 slots (0x20 [HEX] = 32 [Decimal]). You can adjust the value of this code to how many items you have or you can just leave it at 0x20. Looking at the next code which is, 8013F091 0001: 8013DAC1 corresponds to the slot in which the artifact will be placed (in this case it is slot 1 on the activation bar) and 0001 corresponds to which item is to be placed in the activation bar. There are 32 items in all.

MORTAL KOMBAT TRILOGY

1	Player 1 Unlimited Energy	801698AD 00A6
2	Player 2 Unlimited Energy	801698B1 00A6
3	Player 1 Aggressor Text to Energy Bar	80169941 0030
4	Player 2 Aggressor Text to Energy Bar	80169943 0030

LYLAT WARS

1	Infinite Lives	80163C09 0063
2	Infinite Bombs	80179F0B 0005

MRC

1	Infinite Time	8009498F 003C
2	Always First	800A9107 0000

PILOT WINGS 64

1	Unlimited Fuel Rocket Belt	803669A9 0081
2	Unlimited Fuel Gyrocopter	80366989 0081

SHADOWS OF THE EMPIRE

1	Unlimited Lives	800E2333 00FF
2	Unlimited Missiles	800E1265 00FF

SUPER MARIO 64

1	Press PAR button for 99 Coins	883094D9 0063
2	Unlimited Lives	803094DD 0064
3	Unlimited Energy/Breath	813094DE 00FF
4	Invisible Mario	803094E0 0020
5	Half Mario	803094E1 0000
6	Limbo Mario	8030961C 00C0
7	Mario Runs Backwards	8030961E 0080
8	Big Fist Mario	8030961B 0010
9	Unlimited Hat Usage	813094E6 FFFF
10	No Power Display	803094E3 0001
11	Mario Runs Bent Over	8030961C 0050
12	Strobe Mario	803094F0 0078
13	Rubber Walls	81309434 FFFF
14	Crazy Camera	81309263 0095
15	Flat Mario	803094E4 0078
16	Jumping Hurts You	803094EC 0078
17	Die Before You've Moved	803094E2 0078

TOP GEAR RALLY

1	Only Race 1 Lap Championship Mode	8031EBDB 0002
---	--------------------------------------	---------------

TUROK - DINOSAUR HUNTER

1	Have All Keys	
	80128DE3 0007	80128DE7 0007
	80128DEB 0007	80128DEF 0007
	80128DF3 0007	80128DF7 0007
	80128DFB 0007	
2	Unlimited Arrows	80128D7F 00FF
3	Unlimited Chronoscepter Ammo	80128D93 00FF
4	Unlimited Mini Gun Ammo	80128D83 00FF
5	Unlimited Pistol/Rifle Ammo	80128D63 00FF
6	Unlimited Quad Rocket Ammo	80128D88 00FF
7	Unlimited (Auto) Shotgun Ammo	80128D67 00FF
8	Unlimited Fusion Cannon Ammo	80128D8F 00FF
9	Unlimited Rifle/Alien/ Particle Ammo	80128D6B 00FF
10	Activate Pistol	80128DA7 0001
11	Activate Shotgun	80128DAB 0001
12	Activate Automatic Shotgun	80128DAF 0001
13	Activate Assault Rifle	80128DB3 0001
14	Activate Pulse Rifle	80128DB7 0001
15	Activate Mini Gun	80128DBB 0001
16	Activate Grenade Launcher	80128DBF 0001
17	Activate Particle Accelerator	80128DC3 0001
18	Activate Quad Rocket Launcher	80128DC7 0001
19	Activate Alien Weapon	80128DCB 0001
20	Activate Fusion Cannon	80128DCF 0001
21	Activate Chronoscepter	80128DD3 0001
22	Activate Quake Mode	801195EE 0010
23	No Limits	801195EC 0008

WAVE RACE 64

1	Super Speed XX (00-FF)	801C0077 00XX
2	Misses Don't Count	801C007F 0000
3	Infinite Time Stunt Mode	801C020E 00FF

All codes are supplied by Datel Design and Development Limited. TOTAL 64 takes no responsibility for the reliability of these codes.

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The Firing Line is very proud to announce that we have a new sponsor. Thanks to those lovely people at Gamester LMP — makers of fine accessories for your N64 — we've got loads of joypads to give to YOU!

Every month, the lucky readers who get their letters printed in the Firing Line will receive one of their LX4 joypads, pictured below. Not only that, the sender of the star letter will also receive a steering wheel worth £60! Now that's got to be worth writing in for!



You can write to us at:
The Firing Line
TOTAL 64 Magazine
1 Roman Court
48, New North Rd
Exeter, Devon, EX4 4EP

Or email us at:
firing_line@rapide.co.uk

the Firing Line

Thanks to the recent size of the mailbag we've had to employ a small ferret to open all our post! Luckily he's happy to work for free as long as we feed him small pieces of chutney!

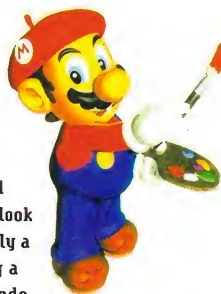
DEAR TOTAL 64

After buying all the other Nintendo magazines, I've finally found one that is both comprehensive and well presented. However, I think that your reviews should include whether a memory card is needed for a game. There's nothing more irritating than to buy a game only to find out you cannot save on it. Also do you think it is worth buying a 64DD if you are only interested in playing games? Most of the 64DD software previewed so far seems to be multimedia packages (ie the *Mario Artist Series*). Will there be any games specifically designed for the DD?

■ Steve Thomas.

The Truth...

Thanks for the suggestion of an indication of whether or not a game is memory card compatible — we will be updating our reviews section soon to include details such as memory card, rumble pak and other details, depending on the sort of game it is, so look out for this soon. As for the 64DD, yes there is certainly a nod in the direction of multimedia, but this is only a small part of the future line-up of 64DD titles. Nintendo actually have more titles in development in the DD format than on cartridge, so expect the 64DD to be a huge success. You'll need a 64DD if you want to play *Super Mario 64 2*, *Donkey Kong Country 64*, *Jungle Emperor Leo* and many other must-have titles.



DEAR TOTAL 64

My name is Ross and I have wrote a letter before because I am only 4 and 3 quarters. (I cannot write good so my mummy is doing it for me but I am telling her what I want to say).

I am so happy because Father Christmas gave me the best surprise I have wanted. I went down stairs and found a brand new 64 and *Mario*. I really love *Mario* and badly want to meet him in real life (where can I meet him?) I have now got 12 stars on *Mario* and can't wait to get Metal *Mario* on it. My big brother bought your magazine and I wanted to write in your magazine. Me and my brother need a red controller and a two on at once game. (What game is best?).

I used to have a Sega Megadrive but I threw it away, as I love *Mario* more than *Sonic*. My brother's friend has a rumble and I want one too. Will *Kong Country* come out on 64 because I love it on my Gameboy?

I wanted Tellytubby 'Po' for my birthday but now want a game. Could you put tons of pictures in your magazine because I can't read well.

Thank you.

■ Ross Grant

PS (I am Ross's mum. Sorry about the bad grammar but I had to write what he wanted — you know what kids are like!)

The Truth...

If you want a two player game for your N64, then you'll love *Diddy Kong Racing* which features the characters from '*Kong Country*' on your Gameboy. As for *Kong* on the N64, you'll have to wait until *Donkey Kong Country* on the 64DD — it's likely to do for the monkey what *Mario 64* did for that little plumber.

DEAR FIRING LINE

Topper magazine but I would like to ask a question. Are Nintendo sick of making games? If they are it would explain the lacklustre releases and even the lack of them. Sure, there's *Goldeneye* and a couple of others but the UK needs more. *Zelda*? *F-Zero*? *Castlevania*? I like the pretty pictures but wouldn't mind actually playing them. I also own a PlayStation (the first non-Nintendo console I've ever bought) and I'm playing that more (*Time Crisis*, *Resident Evil*, *Final Fantasy VII* to name but a few). When will Nintendo stop snoring away and send us some decent games and in greater numbers? I know they can do it — I still have faith.

■ Andy Watford

The Truth...

It is true that Nintendo's own titles are few and far between but what they do release is of the highest quality — you can't say the same of Sony. If you are looking for games similar to those that you enjoy on your PlayStation, then you'll be pleased to hear that Capcom are rumoured to be developing a game similar to *Resident Evil* for the N64 and with the release of the 64DD, you'll be seeing a lot more RPGs on Nintendo's machine.

DEAR TOTAL64

Having read the feature on 'Nintendo Space World 97' many of the European gamers must feel pretty left out of Japan's fast-moving plans. If it wasn't for your colourful reports back from Japan, the rest of the gaming world would more or less be shut out of such plans. The Japanese state that there might not be the same enthusiasm for such software across the US and Europe. From sales records this is probably true, but Europeans aren't going to want to possess software they have no knowledge of.

Unless I've been kept in the dark about such public conventions in the UK, then the public urges for more information. Similar Nintendo shows across the UK would lead to higher Nintendo sales and thus cheaper and more efficient Nintendo software. Problem solved?

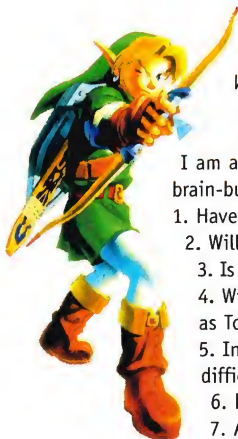
PS Keep up our great source of information.

■ Richard Cummins

The Truth...

It's true that Nintendo have recently seen the UK and European market as poor cousins to both the Japanese and US markets – but rest assured, with the N64 selling poorly in Japan (only 500,000 units sold) Nintendo can no longer ignore the overseas markets. Expect to see the majority of the titles and peripherals at the Space World arriving on our shores soon!

DEAR TOTAL64



Let me just state that your magazine is the best. I have four games, *Goldeneye*, *Extreme G*, *Wave Race 64* and the manic *Blast Corps*. I got all four of those games from the ratings in your mag and I have yet to be disappointed. (Thanks!)

I am a curious reader, so that's why I've dug up these brain-busting questions for you:

1. Have you got any news on the sequel to *Goldeneye*?
2. Will *Duke Nukem* be able to use a Rumble Pak?
3. Is *ISS64* really the only decent football game on N64?
4. Will *Mario 2* feature characters to choose from such as Toadstool or Princess?
5. In the *Goldeneye* section, could you show what difficulty the person did on the level?
6. Have you got any news on *Zelda 64*?
7. Are those PlayStation owners right about the

N64 relying on SNES classics for games, instead of coming up with more original ideas.

8. Can you print a column on *Diddy Kong Racing* laps and times, like you did with *Mario Kart*?

9. Will the *Rugrats* game be 3D?

■ Mark Thompson

The Truth...

1. Yes
2. Yes
3. Yes
4. Quite possibly, but we can't be sure yet.
5. In the interests of space, we decided that the level on which the time was set was not important. But if we get enough entries, then we'll change that.
6. Yes, but we can't print it all here! The game is set for an April release in Japan and will be out in November in the UK.
7. It's true, many early N64 software featured familiar characters, but comparing SNES and N64 games is like comparing a paper plane to the Space Shuttle!
8. We will do so if there is enough demand – send your entries in now.
9. To be honest, we don't know but we'd like to see something along the lines of *PaRappa the Rapper*.



Star Letter

DEAR LETTERS PAGE

It's 1998 and I'm afraid I'm starting to get a little worried about the future prospects of the N64. The reports that I've read from the Space World exhibition in Japan and the previews of the future releases don't exactly fill me with excitement. Apart from what I can see from *Zelda* and *F-Zero* there are no groundbreaking AAA titles appearing on the N64. Also, Nintendo themselves seem to be in the process of changing the N64 into some sort of multimedia lab and steering its development away from the N64 games. I read through your magazine every month and really can't find a game that is coming out in the next couple of months that I really desperately want – and 90% of the Space World previewed games seem to be average at best.

It also seems that the 64DD isn't turning out to be the fantastic device it was shaping up to be at the start (ie. development costs will still be high, the storage space is still limited and it's looking likely we won't see it until 1999, if at all!). Over Christmas I had a bit of spare cash and decided to get myself a PlayStation to fill in gaps in the N64 release schedule and I must say, that considering the N64 is reported to be several times more powerful than the PlayStation, many N64 games have a long way in going before they reach the excellent gameplay of *Tekken 2*, *Final Fantasy 7* and *Tomb Raider 2* – all of which will not appear on the N64. The only game I can think of for the N64 which comes close to these games is *Goldeneye*.

The PlayStation releases over 1998 look a hell of a lot more exciting than the N64 releases so far. I'm not trying to knock the N64, I think it's an excellent machine with lots of good games and with a lot of potential. But the problem is most of the games releases so far are merely "good" when they should be excellent and this trend appears not to be changing over the next year. Perhaps, if Nintendo would lighten up on their policy of certain types of games not being "Nintendo" enough (i.e. The more adult-thumbed games, which tend to be more involving) and finding a way of reducing the cost of developing Third Party Software, then the N64 scene would really be able to pick up and provide Western gamers with the sort of games they demand. Maybe when developers get used to coding for the N64 the quality of the games will increase and maybe if the 64DD eventually turns up, then bigger, more complex games will appear – but I'm finding it hard to wait twelve months or more before I can look forward to another AAA game for the N64.

Yours Sincerely,

■ David Waller

The Truth...

What? Are you having a laugh? This year will be the most important in the history of Nintendo and will see some groundbreaking stuff. Apart from Nintendo's own titles (*Zelda*, *F-Zero X*, *1080 Snowboarding*, *Yoshi's Story* and so on) you'll also see some great software from third party developers: *Mother 3*, *Turok 2*, *Banjo-Kazooie*, *Hybrid Heaven*, *Quake 64*, *Castlevania 64*, *Body Harvest*, *Silicon Valley* and *Mission Impossible* – all of which will not be appearing on PlayStation.

As regards the PlayStation, it is true that there are a small number of excellent games available but you have to remember that that machine is nearing the end of its lifespan and the N64 is only just starting out. Did the PlayStation have the quality of games in its first year that the N64 has had? I don't think so. As for the 64DD, the 'multimedia' aspirations of the add-on are not to be taken too seriously – games are Nintendo's priority. The device will enable programmers to do things that are impossible on either cartridge or CD – just check out our feature this month for more of an idea of what might be possible.

DEAR TOTAL64

Congratulations, great mag – I've got seven issues as I think it's the best on the shelves (not naming those magazines of lesser brilliance). I have six wonderful games for my little black box, my favourite being... Da, da! *Goldeneye 007*. I would be pleased if you could answer my questions concerning three great games of the past, present and future:

1. DMA said in issue eleven that *GTA* might come out on the N64, any news?
2. Any news on a release date for *Yoshi's Story*?
3. Is a *Sensible Soccer* game planned for the N64?

Thanks

■ **Stuart Collins**

PS Tell everyone to keep up the good work.

The Truth...

1. Unfortunately, it seems that *GTA* will not be appearing on the N64 – the idea of stealing cars did not go down well with Nintendo.
2. *Yoshi's Story* is out in March
3. Not to our knowledge, but we'd love to see it happen!

DEAR TOTAL64

Well done on a brilliant magazine. I wrote a letter a couple of months after the first issue came out but you did not reply, please do so this time. I have some questions and I would appreciate you answering them:

1. I have been making my own release dates based on the ones in your mag (I have included my latest) but they seem to be not making sense lately. Why aren't these games in the European Release Dates anymore, because some of them have release dates which have gone by but were never released and for the ones that have already been released? Why didn't you have a confirmed

release date, instead of TBA? i) *Freakboy* ii) *Cruis'n USA* iii) *Kirby's Air Ride* iv) *Ultra Descent* v) *F1 Pole Position* vi) *Extreme G* vii) *Buggie Boogie* viii) *MultiRacing Championship* ix) *Hexen*

2. Is there going to be a *Mario Kart 64 II* and if so will it use the 64DD and allow you to play eight players or more via modem?

3. You mentioned that *Super Mario 64 II* will have a two player mode. Will this incorporate a split screen involving Luigi? If it does I think a good idea would be having the screen split vertically and you could both travel wherever you wanted and into different levels but could also attack each other to prevent them from getting the star you are both near. Now is that a good idea or what?

4. If *Kirby's Air Ride* is ever released, will it have a construction kit and the ability to save your courses?

Thank you for your time and your brilliant magazine and especially issue 11, which I was impatiently waiting for so I could see your review of *Automobili Lamborghini* to know whether to get that or *Extreme G*. Thanks to you I got *Extreme G* and did not make a grievous error. Thanx!

Yours truly,

■ **Gary Philip Davies.**

The Truth...

1. Okay, you got us on that one. Our European release dates have been a little out of date of late, so we apologise. Of the games you mention, *Kirby's Air Ride*, *Freakboy* and *Ultra Descent* have been cancelled.

2. We'd like to see a *Mario Kart 2* but there are no plans to make it... yet.

3. We like your idea. I'm sure that Miyamoto is considering all possibilities.

4. As far as we know, *Kirby's Air Ride* has been put on indefinite hold.

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DEAR TOTAL64

I am writing to have a rant about the lack of any quality serious racing/driving games on the N64. My first point is that it can't surely be that hard to create a decent title – after all, we're not asking for anything new from this genre, just something good. As we all know, Nintendo allow only the best software houses to develop games for their machine, so how come none of them have managed a simple racer yet?

Secondly, it is perhaps this fact that's favouring the PSX over the N64 in most people's eyes. There is a huge range of excellent racing titles for Sony's console, with more to come (namely *Gran Turismo*) and if the Nintendo don't get one or two soon, I think there can be only one winner of this console war.

My final point is that I can't understand why so many games are released on the PSX and PC, constantly leaving the N64 overlooked. An example of this is *Toca Touring Cars* which has been recently released by Codemasters. If this game was converted for the N64 it would sell by the bucket-load. Is it Nintendo's fault for not giving permission to Codemasters to develop for their console, or is the N64 market just seen as non-profitable?

I was pleased to hear that Ocean are actually going to release a version of *V-Rally* on our machine, and I really hope that it proves to be as good as the PSX version.

Bye for now,

■ Jeremy Courdelle.

The Truth...

You make some good points and we agree that the N64 has very few quality driving games. The reason why few PlayStation driving games ported to the N64? Well, apart from Nintendo's strict licensing policy, the cost of producing games on cartridge is far greater than on CD and therefore the profit margin is less. With the imminent release of the 64DD expect this to change – the disks will cost less to manufacture than cartridges. Also, look out for *V-Rally* on the N64 this year – it's gonna be a biggie!

DEAR TOTAL64

I think the mag is good, the reviews, the features and the price are just right. After my sister was given an N64 for her birthday (lucky girl!) last August, I have been hooked – and many a violent punch-up has been the result!

I have been knocked unconscious by the graphics of games like *Wave Race* and *Lylat Wars* and sucked into a no-time zone by the gameplay of *Mario 64*. Since the release of the machine in March, I have witnessed a little bit more attention towards the European market – conversion-wise at least – from the dark black borders that you can fly a plane through in *Wave Race*, to the borderless *Lylat Wars* and Rare's excellent *Goldeneye* conversion. (Well done Rare!) It shows a little more care in conversions.

Oh and I am glad people have stopped moaning about the price cut, as without it, machines would not sell, games developers would lose interest and the N64 would be heading down Sega Saturn lane.

I have just a few questions.

1) How do you do the helicopter stunt in *Wave Race*?

2) Which is better, *DKR* or *Goldeneye*?

Bye for now and keep up the good work!

■ Daniel Turner

PS Official Nintendo Magazine are a bit biased giving *Killer Instinct Gold* 84% and *Star Wars: SOTE* 86%!

The Truth...

1. To do the helicopter stunt push the analogue stick in a diagonal direction and hold it here until you jump. Now quickly move the stick to the opposite diagonal direction – you've got it!

2. We think *Goldeneye* is the better of the two – but not by much!



Pics WIN Prizes!



ONE YEAR'S SUBSCRIPTION UP FOR GRABS!



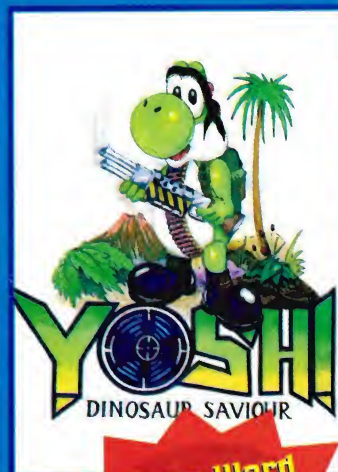
■ Luis Manuel Martins (18) Canada



■ Chris Cheshire (14) Harrogate



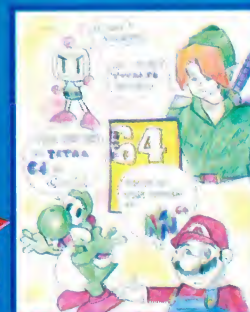
■ Alex Chu (12) Edinburgh



**Jason Ward
[Cleveland]
is this month's
subscription winner!**



■ Anthony Feeley (13) London



■ Sung Woo Hong (12) Canada

We've had a great response to this pics section since we started it. Unfortunately we don't have room to print them all, but every issue we'll print a selection of the best we receive and award the winning artist a prize of a year's Free TOTAL 64 subscription – not bad, eh!

Just remember to include your name, address and age (somewhere other than written across your masterpiece) and if at all possible, try to use a large envelope, so that you don't have to fold it too much.

Pencils at the ready, steady, go! We look forward to receiving more of your entries and to awarding one of you a Free subscription!

An exciting month in the Makin' Waves section, with Greg Innatenko and Jason Madigan making a real splashdown! But with both Trevor Scannell and Norman Obaseki still dominating, the rest of you are still lagging behind. Come on everybody, give them a challenge — if you send in your picture then we're sure to print it!

■ DOLPHIN PARK

Trick Score: 41,132 – Norman Obaseki, Leeds

■ SUNNY BEACH

Best Lap (US/Jap): 0'20.643 – Herman Sheilds, Manchester
Best Race (US/Jap): 1'05.410 – Ian Thorley, Dyfed
Best Lap (UK): 0'24.734 – Jason Madigan, Ireland
Best Race (UK): 1'17.693 – Trevor Scannell, Essex
Trick Score: 37,770 – Norman Obaseki, Leeds

■ SUNSET BAY

Best Lap (US/Jap): 0'22.628 – Justin Calvert, PC Force
Best Race (US/Jap): 1'11.238 – Ian Thorley, Dyfed
Best Lap (UK): 0'24.708 – Trevor Scannell, Essex
Best Race (UK): 1'21.087 – Trevor Scannell, Essex
Trick Score: 33,660 – Norman Obaseki, Leeds

■ DRAKE LAKE

Best Lap (US/Jap): 0'23.970 – Ian Thorley, Dyfed
Best Race (US/Jap): 1'14.828 – Ian Thorley, Dyfed
Best Lap (UK): 0'28.501 – Trevor Scannell, Essex
Best Race (UK): 1'28.327 – Trevor Scannell, Essex
Trick Score: 31,340 – Norman Obaseki, Leeds



Norman Obaseki



Jason Madigan

MAKIN WAVES

■ MARINE FORTRESS

Best Lap (US/Jap): 0'24.275 – Ian Thorley, Dyfed
Best Race (US/Jap): 1'19.485 – Greg Innatenko, Cheshire
Best Lap (UK): 0'27.406 – Trevor Scannell, Essex
Best Race (UK): 1'30.818 – Jason Madigan, Ireland
Trick Score: 46,392 – Norman Obaseki, Leeds

■ PORT BLUE

Best Lap (US/Jap): 0'28.530 – Ian Thorley, Dyfed
Best Race (US/Jap): 1'28.278 – Ian Thorley, Dyfed
Best Lap (UK): 0'27.406 – Trevor Scannell, Essex
Best Race (UK): 1'38.538 – Jason Madigan, Ireland
Trick Score: 46,982 – Norman Obaseki, Leeds

■ TWILIGHT CITY

Best Lap (US/Jap): 0'28.940 – Ian Thorley, Dyfed
Best Race (US/Jap): 1'29.906 – Ian Thorley, Dyfed
Best Lap (UK): 0'28.501 – Trevor Scannell, Essex
Best Race (UK): 1'28.327 – Trevor Scannell, Essex
Trick Score: 43,390 – Norman Obaseki, Leeds

■ GLACIER COAST

Best Lap (US/Jap): 0'26.804 – Greg Innatenko, Cheshire
Best Race (US/Jap): 1'26.466 – Greg Innatenko, Cheshire
Best Lap (UK): 0'32.573 – Trevor Scannell, Essex
Best Race (UK): 1'39.761 – Jason Madigan, Ireland
Trick Score: 60,545 – Norman Obaseki, Leeds

■ SOUTHERN ISLAND

Best Lap (US/Jap): 0'24.557 – Matthew Tighe, W. Sussex
Best Race (US/Jap): 1'19.103 – Justin Calvert, PC Force
Best Lap (UK): 0'29.416 – Trevor Scannell, Essex
Best Race (UK): 1'32.983 – Jason Madigan, Ireland
Trick Score: 44,822 – Norman Obaseki, Leeds



Greg Innatenko



When sending in your scores/times please include a photo to prove that you're not making up numbers at random, and possibly a photo of yourself which will make it into the mag if we think your pretty enough!

FOXY SCORES!

Finally the domination of PLAYSTATION SOLUTIONS' Arron Taylor has been challenged by someone! That someone is Dimitri Jarazraj from Germany and he's beaten almost all of Arron's times. Rest assured that Arron will not sleep until he has regained the Foxy Scores crown!

CORNERIA

Ben McBean –
Wellingborough: 267

METEO

Dimitri Jarazraj –
Germany: 414

SECTOR 4

Dimitri Jarazraj –
Germany: 205

KATINA

Dimitri Jarazraj –
Germany: 225

AQUAS

Dimitri Jarazraj –
Germany: 185

FORTUNA

Arron Taylor –
PLAYSTATION SOLUTIONS: 87

SOLAR

Dimitri Jarazraj –
Germany: 127

ZONESS

Dimitri Jarazraj –
Germany: 297

SECTOR X

Arron Taylor –
PLAYSTATION SOLUTIONS: 265

MACBETH

Arron Taylor –
PLAYSTATION SOLUTIONS: 214

SECTOR Z

Dimitri Jarazraj –
Germany: 122

TITANIA

Dimitri Jarazraj –
Germany: 229

AREA 6

Dimitri Jarazraj –
Germany: 488

BOLSE DEFENCE STATION

Dimitri Jarazraj –
Germany: 269

VENOM

Dimitri Jarazraj –
Germany: 242

TOTAL SCORE

Dimitri Jarazraj –
Germany: 2090

REWARD: \$125,184

If you have any scores that can beat those listed below, please let us know, and if possible please enclose/email some form of proof (or hard cash, if you're so inclined).



TOP KARTIN

Our Top Kartin' charts have a distinctly International Flavour this month thanks to Loustarinen Tata From Finland, Bas Bionda of the Netherlands and Thomas Jr. of the USA, who claims to be the 'one and only game master!'. If that's true, then why haven't you got ALL the top scores?



'This is me, I'm the one and only gamemaster'
Quote from Thomas Jr. [USA]



LUIGI RACEWAY

UK Race	1'53.07	Trevor Scannell - Essex
UK Lap	0'33.21	Trevor Scannell - Essex
US Race	1'31.30	Loustarinen Tata - Finland
US Lap	0'27.05	Loustarinen Tata - Finland

MOO MOO FARM

UK Race	1'35.26	Patrick Laasko - Sweden
UK Lap	0'31.31	Trevor Scannell - Essex
US Race	1'19.52	Loustarinen Tata - Finland
US Lap	0'26.23	Loustarinen Tata - Finland

KOOPA TROOPA BEACH

UK Race	1'42.92	Trevor Scannell - Essex
UK Lap	0'33.92	Trevor Scannell - Essex
US Race	1'26.22	Loustarinen Tata - Finland
US Lap	0'28.00	Loustarinen Tata - Finland

KALIMARI DESERT

UK Race	2'14.53	Trevor Scannell - Essex
UK Lap	0'42.85	Trevor Scannell - Essex
US Race	1'51.68	Loustarinen Tata - Finland
US Lap	0'34.91	Loustarinen Tata - Finland

TOADS TURNPIKE

UK Race	3'11.05	Michael Hammsen - The Netherlands
UK Lap	1'03.04	Michael Hammsen - The Netherlands
US Race	2'37.30	Michael Hammsen - The Netherlands
US Lap	0'52.31	Michael Hammsen - The Netherlands

FRAPPE SNOWLAND

UK Race	0'48.29	Trevor Scannell - Essex
UK Lap	0'09.97	Kieran Grundy - Leicester
US Race	0'26.13	Loustarinen Tata - Finland
US Lap	0'5.58	Loustarinen Tata - Finland

CHOCO MOUNTAIN

UK Race	2'01.48	Trevor Scannell - Essex
UK Lap	0'36.70	Trevor Scannell - Essex
US Race	1'32.79	Loustarinen Tata - Finland
US Lap	0'30.32	Loustarinen Tata - Finland

MARIO RACEWAY

UK Race	1'15.98	Ricky Pearson - N.Devon
UK Lap	0'24.20	Ricky Pearson - N.Devon
US Race	0'57.66	Thomas Jr - USA
US Lap	0'18.29	Thomas Jr - USA

WARIO STADIUM

UK Race	1'53.37	Trevor Scannell - Essex
UK Lap	0'10.74	Trevor Scannell - Essex
US Race	3'54.08	Bas Bionda - The Netherlands
US Lap	0'51.06	Bas Bionda - The Netherlands

SHERBERT LAND

UK Race	2'09.66	Trevor Scannell - Essex
UK Lap	0'43.02	Trevor Scannell - Essex
US Race	2'08.45	Bas Bionda - The Netherlands
US Lap	0'42.43	Bas Bionda - The Netherlands

ROYAL RACEWAY

UK Race	3'09.08	Michael Hammsen - The Netherlands
UK Lap	1'02.56	Patrick Laasko - Sweden
US Race	1'48.73	Loustarinen Tata - Finland
US Lap	0'35.90	Loustarinen Tata - Finland

BOWSER CASTLE

UK Race	2'24.13	Trevor Scannell - Essex
UK Lap	0'47.93	Trevor Scannell - Essex
US Race	1'58.24	Loustarinen Tata - Finland
US Lap	0'39.21	Loustarinen Tata - Finland

D.K. JUNGLE PARKWAY

UK Race	1'16.63	Trevor Scannell - Essex
UK Lap	0'25.20	Trevor Scannell - Essex
US Race	0'52.97	Loustarinen Tata - Finland
US Lap	0'07.40	Loustarinen Tata - Finland

YOSHI VALLEY

UK Race	2'02.11	Trevor Scannell - Essex
UK Lap	0'39.61	Trevor Scannell - Essex
US Race	1'32.93	Loustarinen Tata - Finland
US Lap	0'09.33	Loustarinen Tata - Finland

BANSHEE BOARDWALK

UK Race	2'15.20	Trevor Scannell - Essex
UK Lap	0'44.47	Trevor Scannell - Essex
US Race	1'50.71	Loustarinen Tata - Finland
US Lap	0'36.50	Loustarinen Tata - Finland

RAINBOW ROAD

UK Race	5'08.61	Patrick Laasko - Sweden
UK Lap	1'40.94	Patrick Laasko - Sweden
US Race	5'02.06	Thomas Jr - USA
US Lap	1'22.56	Thomas Jr - USA

GOLDEN EYES!

Despite some new scores this month, there hasn't been much demand for our *Goldeneye* chart so unless we are inundated with entries next month, we'll scrap it altogether. So, come on all you James Bond Wannabes — set your sights on some top scores!

DAM

Justin Calvert, PC Force - 2:31

FACILITY

Ross McKinstry, Scotland - 02:29

RUNWAY

Nathan Coombe, TOTAL 64 - 0:34

SURFACE

Ross McKinstry, Scotland - 1:12

BUNKER

Greg Innatenko, Cheshire - 3:21

SILO

Justin Calvert, PC Force - 2:36

FRIGATE

Greg Innatenko, Cheshire - 4:24

SURFACE

Nick Jones, TOTAL 64 - 6:17

BUNKER

Nick Jones, TOTAL 64 - 0:58

STATUE

Greg Innatenko, Cheshire - 3:15

ARCHIVES

Greg Innatenko, Cheshire - 1:20

STREETS

Ross McKinstry, Scotland - 0'0.36

DEPOT

Greg Innatenko, Cheshire - 1:38

TRAIN

Greg Innatenko, Cheshire - 5:31

JUNGLE

Greg Innatenko, Cheshire - 3:16

CONTROL

Greg Innatenko, Cheshire - 9:42

CAVERNS

Nick Jones, TOTAL 64 - 6:36

CRADLE

Justin Calvert, PC Force - 1:55

Takin' It To The Extreme
In the light of *Extreme G* being the fastest racer available on the N64, we thought it would be a good idea to include it in our high scores section. If you think you can beat the T64 team, let's see if you're good enough!

Diddy Kong's Triumphant Times.

If you think you're a bit of a Diddy Kong master, now is the time to prove it. Send us in your best times and give us an excuse to use some more of that amazing Diddy Kong artwork in our next issue.

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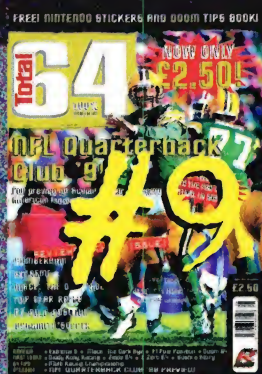
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Get ready for some more dinosaur hunting action with the low-down on one of the biggest games of the year

Forsaken

Go down, down, deeper and down with Acclaim's underground shooter. It looks like it might be one of the surprises of this summer

The Legend of the Mystical Ninja 64

One of the best games on the N64 Finally gets a PAL conversion. What will we think now that we can understand it?

Sim City 2000

The First of the *Sim City* games hits the N64 and we ask, what's it like to be the boss?



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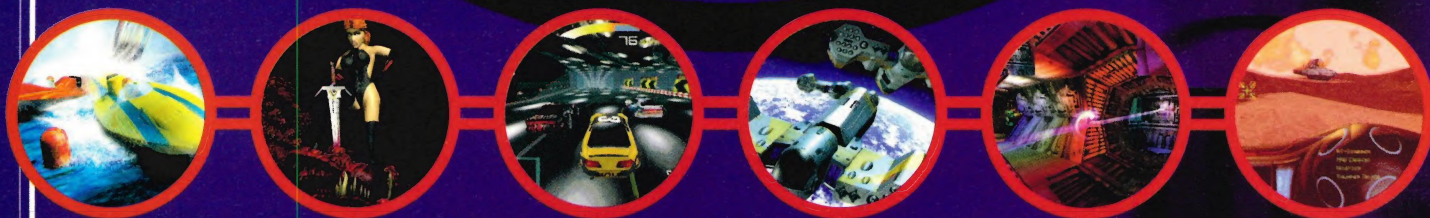
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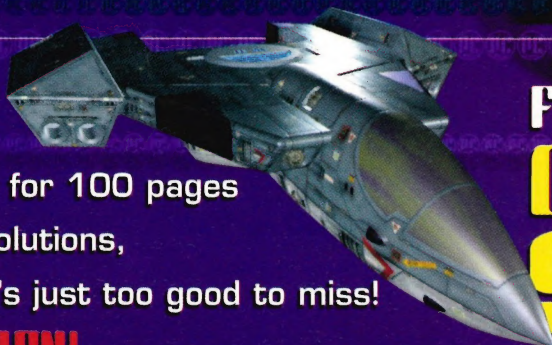
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The World Warriors are coming!

Double exclusive! *Street Fighter* is coming to the Nintendo 64 and Games World returns to Sky television


Not bad, eh? I thought I'd end what has been an extremely enjoyable issue with a fantastic double scoop. Yes, it was only the other week that I was pondering the fate of the highly successful *Street Fighter* series on Nintendo. I mean, versions on other formats to date have been pretty good, but primarily this series has always been regarded by gamers as Nintendo property, through and through. After all, *Street Fighter 2* was arguably the game that thrust the Super NES to the forefront of the 16-bit market wars, all those years ago. Strangely though, there has been very little news of a 64-bit counterpart...until now!

At the moment Capcom are looking to sign a European deal for the game (what version it will be is unclear, although *Street Fighter 3* would be nice!) and according to my sources, there are several large companies in the running, some of which are based in the North of England.

No, no, that's all I can say for now!

Also, cleverly carrying on the World Warriors theme, I can reveal that GamesMaster's merciful death last month will not spell the demise of videogames on television. Sky One will be relaunching Games World on weekday mornings, at around 7.30 am – just before *The Simpsons*. So if you own a satellite dish – and you get up at that unearthly hour of the day – you'll be able to wake yourself up in the second best way known to man, with games TV!

Oh yeah, did I mention that I'll be one of the presenters?

Plenty to look forward to then. I'll see you here, same time, same place, one month from now. 



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